

Ranger - Beast Master

CHARACTER NAME

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Favored Enemy

LVL 1

The **Hunter's Mark** spell. You always have it prepared. Number of times you can cast it between Long Rests without using a spell slot; 2 at **LVL 1**, 3 at **LVL 5**, 4 at **LVL 9**, 5 at **LVL 13**, 6 at **LVL 17**.

Weapon Mastery

LVL 1

Choose 2 weapons you are proficient with to have Weapon Mastery. On each Long Rest, you can change the kinds of weapons you chose.

Deft Explorer

LVL 2

Expertise. You gain Expertise in one of your skill proficiencies with which you lack Expertise.
Languages. You know two languages of your choice.

Fighting Style

LVL 2

Fighting Style. Choose a Fighting Style feat.
-or-

Blessed Warrior. Choose 2 Cleric cantrips. *Guidance* and *Sacred Flame* are recommended. These count as Paladin spells for you. You can replace one with a different one whenever you gain a Paladin level.

Primal Companion

LVL 3

Magic action. You summon a Beast of the Land, Sea, or Sky and determine the kind of animal it is. It bears primal markings. It is friendly to you and your allies and obeys your commands. It vanishes if you die.

The Beast in Combat. It acts on your turn. It takes its own moves and Reactions, but takes the Dodge action unless you use one of your attacks for it to take the its Strike action or you use a bonus action to have it take some other action.

If you're Incapacitated. It acts on its own and isn't limited to the Dodge action.

Restoring the Beast. If it died within the last hour, take a Magic action to touch it and use a spell slot. It returns to life after 1 minute with all its Hit Points.

Replacing the Beast. After a Long Rest, you can summon a different primal beast. It appears in an unoccupied space within 5 ft. You choose its stat block and appearance. If you already have a Primal Companion, the old one vanishes.

Ability Score Improvement

LVL 4, 8, 12, 16

You gain the Ability Score Improvement feat or another of your choice for which you qualify.

Extra Attack

LVL 5

You can attack twice instead of once with the Attack action.

Roving

LVL 6

Add +10 to your Speed,
You have a Climb Speed and Swim Speed = your Speed.

Exceptional Training

LVL 7

When you command your Primal Companion to take an action, you can also have it take the Dash, Disengage, Dodge, or Help action as a Bonus Action.
Also, its attack damage can be Force damage.

Expertise

LVL 9

You gain Expertise in 2 of your skill proficiencies with which you lack Expertise.

Tireless

LVL 10

Temporary Hit Points. Magic action. Uses = WIS mod. Resets on a :Long Rest. You get Temp. HP = 1d8 + your WIS mod.
Decrease Exhaustion by 1 after a Short Rest.

Bestial Fury

LVL 11

When you command your Primal Companion to take the Beast's Strike, it can use it twice.
The first time each turn it hits a creature under the effect of your *Hunter's Mark* spell, it deals extra Force damage = the bonus *Hunter's Mark* damage.

Relentless Hunter

LVL 13

Taking damage doesn't break your Concentration on *Hunter's Mark*.

Nature's Veil

LVL 14

Bonus Action. Uses = WIS mod. Resets on a Long Rest.
You become Invisible until the end of your next turn.

Share Spells

LVL 15

Range: 30 ft. When you cast a spell on yourself, it can also affect your Primal Companion.

Precise Hunter

LVL 17

Advantage on attacks against the creature marked by your *Hunter's Mark*.

Feral Senses

LVL 18

You get Blindsight with a range of 30 feet.

Epic Boon

LVL 19

You gain an Epic Boon feat or another feat of your choice for which you qualify. Irresistible Offense is recommended.

Foe Slayer

LVL 20

The damage die of your Hunter's Mark increases to a d10.

Trait, Feat or Feature

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