

Ranger - Fey Wanderer

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-
Druidic Warrior. Choose 2 Druid cantrips. *Guidance* and *Starry Wisp* are recommended. These count as Ranger spells for you. You can replace one with a different one whenever you gain a Ranger level.

Dreadful Strikes

LVL 3

1/Turn. Your weapon hits deal +1d4 Psychic damage. Increases to 1d6 at **LVL 11**.

Fey Wanderer Spells

LVL 3

You always have these spells prepared.
at **LVL 3** *Charm Person*
at **LVL 5** *Misty Step*
at **LVL 9** *Summon Fey*
at **LVL 13** *Dimension Door*
at **LVL 17** *Mislead*
You also possess a fey blessing. (See Player's Handbook)

Otherworldly Glamour

LVL 3

Bonus to CHA checks = your WIS mod.
Proficiency in Deception, Performance, or Persuasion.

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.

Beguiling Twist

LVL 7

Advantage on saves vs. Charmed or Frightened.
- also -
Range 120 ft. Reaction. Duration: 1 minute.
When you or creature you can see within range succeeds on a save vs. Charmed or Frightened, another creature within range must make a WIS save against your spell save DC or become Charmed or Frightened (your choice). It can repeat the save at the end of each of its turns.

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.

Fey Reinforcements

LVL 11

Summon Fey spell enhancements.
• Can cast it without a Material component.
• 1/Long Rest. Can cast without a spell slot.
• Can cast it with a duration of 1 minute and not require Concentration.

Relentless Hunter

LVL 13

Hunter's Mark spell enhancement.
Taking damage doesn't break your Concentration.

Nature's Veil

LVL 14

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

Misty Wanderer

LVL 15

Misty Step spell enhancements.
• Can cast without using a spell slot. Number of uses = your WIS mod. Resets on a Long Rest.
• Can bring along one willing creature you can see within 5 feet to an unoccupied space within 5 feet of your destination.

Precise Hunter

LVL 17

Hunter's Mark spell enhancement. Advantage on attacks against the creature marked by this spell.

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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