

# 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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