

# Ranger - Gloom Stalker

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.

## Dread Ambusher

LVL 3

**Ambusher's Leap**. Add +10 to Speed during your 1st turn each combat.  
**Dreadful Strike**. 1/Turn. Number of uses = WIS mod. Resets on a Long Rest. Your weapon hit deals +2d6 Psychic damage.  
**Initiative Bonus**. Add your WIS mod. to all Initiative rolls.

## Gloom Stalker Spells

LVL 3

You always have these spells prepared.  
at LVL 3 *Disguise Self*  
at LVL 5 *Rope Trick*  
at LVL 9 *Fear*  
at LVL 13 *Greater Invisibility*  
at LVL 17 *Seeming*

## Umbral Sight

LVL 3

- You get Darkvision, range 60 ft. If you already have it, range increases by 60 ft.
- While in Darkness, you are Invisible to creatures that rely on Darkvision to see you.

## 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.

## Iron Mind

LVL 7

You get proficiency in WIS saves. If you already have that, you get proficiency in INT or CHA saves (your choice).

## 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.

## Stalker's Flurry

LVL 11

**Dreadful Strike** enhancements.

**Damage increases**. Becomes 2d8.

*It also causes one of the following.*

**Sudden Strike**. You can make another attack; same weapon, different target within 5 feet of original target, within weapon's range.

**Mass Fear**. Target and all within 10 feet of it make a WIS save (spell save DC) or is Frightened until the start of your next turn.

## 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.

## Shadowy Dodge

LVL 15

**Reaction to Attack against you**. Attack is made with Disadv. After attack result, you can teleport up to 30 feet to an unoccupied space you can see.

## 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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