

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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