

Ranger - Hunter

CHARACTER NAME

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.

Hunter's Lore

LVL 3

Hunter's Mark spell enhancement.

You know if marked creature has any Immunities, Resistances, or Vulnerabilities, and what they are..

Hunter's Prey

LVL 3

You gain one of the following. At the end of a Rest (Short or Long), you can switch to the other one.

Colossus Slayer. 1/Turn, if your target has taken any damage, your weapon hits deal an extra +1d8 damage.

Horde Breaker. 1/Turn, you can make another attack; same weapon, different target that you haven't attacked this turn within 5 feet of original target, within weapon's range.

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.

Defensive Tactics

LVL 7

You gain one of the following. At the end of a Rest (Short or Long), you can switch to the other one.

Escape the Horde. Opportunity Attacks against you have Disadvantage .

Multiaction Defense. After a creature hits you, all other attacks it makes against you this turn are made with Disadv.

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.

Superior Hunter's Prey

LVL 11

Hunter's Mark spell enhancement.

1/Turn. When you damage a marked creature, you also deal that extra damage to another creature you can see within 30 feet of it.

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.

Superior Hunter's Defense

LVL 15

Reaction. **When you take damage**, you have Resistance to that damage and to other damage of the same type until the end of the current turn.

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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