

ALTERNATE RANGER FEATURES 1.1

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THIS IS PLAYTEST MATERIAL

The DnD material in this article is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your DnD campaign but not refined by full game design and editing. They aren't officially part of the game and aren't created by the Wizards of the Coast team.

This is a list of revised class features for the ranger. They are meant to be used in place of the standard abilities found in the PHB, and even use the same name in certain cases. All attempts were made to stick as close to the source material as possible.

FAVORED ENEMY

Beginning at 1st level your understanding of anatomy, paired alongside your deadly and accurate hunting skills makes you a mighty foe to be dealt with. Especially when you're focused on a single target. As part of your attack or a bonus action, you may mark a target as your favored enemy. Doing so gives you the benefit of the hunter's mark spell cast at first level. You may use this ability a number of times equal to half of your proficiency bonus rounded up. You regain all expended uses of this ability after a short or long rest.

NATURAL EXPLORER

You are adept at traveling and surviving. Choose one of the following biomes as your favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

If you've spent at least 5 days in a new terrain type you may choose to make that terrain your favored terrain.

PRIMEVAL AWARENESS

Beginning at 3rd level, you may spend 10 minutes focusing on your extraordinary connection to the land and the natural realm. In doing this you can magically locate the direction and number of one specific creature type within 5 miles of you.

You may only use this ability once per day, and regain use of it after a long rest.

SWIFT TACTICS

Starting at 8th level you gain the ability to quickly reposition yourself to make a powerful blow. As a bonus action, you may expend a spell slot to gain an additional 30 feet of movement and deal an extra 1d8 points of force damage on the first strike that hits this round. Additionally, you don't provoke attacks of opportunity for the rest of the turn.

When you use this ability and expend a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st

PREDATOR NOT PREY

Starting at 10th level, you gain expertise in Stealth, survival, Nature, Animal handling, or Perception.

VANISH

Starting at 14th level, you can use the Hide action as a bonus action on your turn. Additionally, if you make an attack while hidden you may use your reaction to attempt to hide again before the end of the turn.

FERAL SENSES

At 18th level, you gain preternatural senses that aid you in combat. You gain a heightened awareness of all of your surroundings. You can no longer be surprised. You also gain advantage on all dexterity saving throws.

FOE SLAYER

At 20th level, you become an unparalleled hunter of your enemies. When attacking your favored enemy you now crit on a 19 or 20. Additionally, you may add your Wisdom modifier to your damage rolls.

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