



RANGER SUBCLASSES

RANGERS GUARD THE REALMS AGAINST ALL MANNER OF evil, both natural and unnatural. These intrepid hunters are as capable of felling great beasts as they are hiding in plain sight. Masters of tracking and survival skills, rangers are often the first to discover and warn others of impending danger, calling upon natural magics to aid them in their attempts to rid the world of corruption. Depending on their origin and focus, a ranger is just as likely to be seen traversing cursed swamps as they are to be leaping from rooftops in new and mysterious planes of existence.

RANCHER

A ranger that transforms their home into a sanctuary for creatures may be a Rancher. These stewards of powerful creatures, typically beasts of burden, adopt a lifestyle and culture to match that of the creatures which

they protect. A Rancher guards and guides their allies in equal measure, without shying away from adversity or cunning tactics.

RANCHER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Rancher Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

RANCHER SPELLS

Ranger Level	Spells
3rd	<i>expeditious retreat</i>
5th	<i>find steed</i>
9th	<i>phantom steed</i>
13th	<i>faithful hound</i>
17th	<i>seeming</i>

TAMER

Starting when you choose this archetype at 3rd level, you gain proficiency with the Animal Handling skill (if you didn't already have it), and whips use a d8 damage die for you. Furthermore, you can use that skill when interacting with monstrosities and with animals that aren't domesticated, and you can recognize any individual animal you've spent at least 1 minute interacting with in the past.

While mounted, your steed shares your turn, rather than acting on its own turn, and you use your steed's speed instead of your own, moving with it as it moves. While mounted in this way, you can use a bonus action to grant your steed the benefits of either the Dash, Disengage, or Dodge action; Disengaging and Dodging in this way only applies to the steed's Dexterity saving throws and attack rolls made against it. Finally, your mounted steed shares your Armor Class and uses your statistics for saving throws unless its Armor Class or statistics, respectively, are already higher.

DESIGNER'S NOTE

Mounted combat rules in 5th Edition are tricky, but the above paragraph of rules and benefits act to streamline them for the sake of a better experience when using this mount-optimized subclass. If you or your GM prefer to use the standard rules, you are welcome to do so instead!

TRICKSHOTS

Also at 3rd level, you learn a set of skillful attacks, called Trickshots, as shown below. You can expend a use of this feature to use a Trickshot, providing you're wielding an appropriate weapon for it (if any). You can use this feature three times, and you regain all expended uses of it whenever you finish a short or long rest.

If a Trickshot requires a creature to make a saving throw, the DC is equal to 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

Banked Shot (Any Ranged Weapon, Dagger, or Handaxe). You can use a reaction when you miss with a ranged attack roll to change the target of the attack to a different one within 15 feet of the original. You then reroll the attack roll.

Lasso (Whip Only). You can use a bonus action to force a creature within your whip's reach to make a Strength saving throw, provided it is no more than one size larger than you. On a failed save, the creature is restrained by the whip until you move more than 10 feet away from it, until you're no longer holding the whip, or until you end the effect (no action required). You can't attack with the whip while it's restraining a creature in this way. A creature restrained by the whip can repeat the saving throw at the end of each of its turns or by using an action, escaping on a success and ending the effect.

Snatch (Whip Only). You can use a bonus action to force a creature within your whip's reach to make a Dexterity saving throw. On a failed save, the creature drops one object it's either holding or carrying, which lands in its space. If the creature fails the saving throw by 5 or more, you can choose to pull the item toward yourself, catching it in an open hand or having it land at your feet instead (your choice).

Sucker Punch. You can use a reaction when a creature within 5 feet of you attempts to attack you, making an unarmed strike against that creature before it makes its attack roll. If you hit the creature, it takes damage from the attack as normal and then makes its attack roll against you with disadvantage.

Trip. You can use a bonus action to force a creature within your weapon's reach to make a Dexterity saving throw, provided it is no more than one size larger than you. On a failed save, the creature is knocked prone.

HERD MENTALITY

By 7th level, your familiarity with managing herds extends to your ability to interact with them. When you convince a creature of something that's part of a herd, you also convince other members of that same herd (GM's discretion). Furthermore, when you succeed on a Dexterity saving throw, other friendly creatures within 15 feet of you that are subjected to the same saving throw can reroll the save if they fail it; such a creature must use the new result.

In addition, riding a mount comes with the following benefits for you:

- If you and your mounted steed are both forced to make a saving throw against the same effect, you both succeed on the saving throw if the first one to make the save succeeds.
- If your steed is reduced to 0 hit points while you're riding it, and it wasn't summoned or created by magic, it makes death saving throws like a typical character instead of being immediately slain.
- While mounted, opportunity attacks against you and your steed are made with disadvantage.

- Mounting and dismounting costs only 10 feet of your movement, instead of half.
- You can use your reaction when you fall off a mount to avoid falling prone.
- You magically know the general direction of the steed that was your latest mount, provided it's within 1 mile of you.

DEADEYE

Starting at 11th level, when you make an attack with a weapon or an unarmed strike and have advantage on the attack roll, you score a critical hit on a roll of 19 or 20. You regain one use of your Trickshot feature whenever you score a critical hit by rolling a 19 or 20 on an attack roll. Furthermore, you gain the following Trickshot option.

Quick Draw (Any Ranged Weapon, Dagger, or Handaxe). You can use a bonus action to make a ranged attack. The first time you use this Trickshot each combat, the attack roll is made with advantage. Otherwise, it's made with disadvantage.

LET'S RIDE!

Starting at 15th level, you and friendly creatures within 15 feet of you have advantage on initiative rolls. In addition, you can use your reaction when you roll initiative to move up to half your speed and choose one of the following options:

- Make an attack with a weapon or an unarmed strike
- Use a Trickshot that would normally require your bonus action, expending a use of the feature as normal
- Cast the *find steed* spell, expending a spell slot as normal; you cast the spell after moving in this way

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