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Edit Share Cover for the Full Ranger Handbook. The full humanoid book The Full Handbook of the Paladin Handbook Full Ranger is a reference for the 2nd edition of the landland rule book and Dragons, detailing the Ranger class. It contains a variety of information useful for playing ranger characters in the game, including kits, equipment, magic, and background. Forest keeper, border runner, bounty hunter, and more - the full potential class of rangers has never been plumbed. Still. Come to know the innermost secrets of one of the most popular classes of ADD characters. Details about every part of the ranger's life, from allied forest brothers to unusual outdoor gear. With 15 new and exciting character sets, this book is an informational accessory for the AD-D game. The special app gives rules for the original class of AD'D Rangers. Content Edit Source Introduction Chapter 1: Creating a Character Chapter 2: Ranger Powers Chapter 3: Followers Chapter 4: Ranger Kits Chapter 5: Skills Chapter 6: Magic Chapter 7: Equipment Chapter 8: Role Play Chapter 9: Rangers and Religion Chapter 10: Forga Therings App: AD'D 1st Edition Ranger Ranger App edit edit the source of Links edit edit the source External links edit edit the source of the Dungeon Masters Guild product page Community content available according to CC-BY-SA, unless stated otherwise. Boxed Sets / Hardbacks Accessories Adventures 1077 Land of Destiny 1091 City of Delights 2116 MC6 Cara-Tour Monstrous Compendium Appendix 1144 New Adventures Fafhrd and Grey Mouser Back in the Dungeons and Dragons Archive Last Update: March 11, 2020 RPGBOT uses a color coding scheme that has become common among Pathfinder Build Guides, which are easy to understand and easy to read at first sight. Red: Bad, useless options, or options that are extremely situational. Orange: OK options, or useful options that only apply in rare cases. Green: Good options. Blue: Fantastic options are often needed to feature your character. I won't include 3-party content, including content from the DMs Guild, even if it's my own, because I can't assume that your game will allow 3-way content or homegrown. I also won't cover the unearthed Arcana content because it's not complete and I can't guarantee that it will be available to you in your games. Introduction Ranger is an interesting combination of druid-style spelling, fighter-style combat capabilities, and Rogue-style skills. A ranger can fill the role of either the fighter-equivalent or rogue equivalent (sometimes both) and works well as a scout and striker, but cannot quite match the fighter's ability as a defender. After this guide, I encourage you to read my Ranger Subclasses Breakdown and my Ranger Spell Breakdown. Rangers Class Features Hit Points: Standard for Combat Characters, d10 hit points gives you a lot of hp. during the day. Saves: Dexterity saves almost exclusively prevent partial damage from AOE effects, and power saves are relatively rare. Skills: Medium armor, shields and combat weapons are great, but without heavy armor almost every ranger will go to build based on Dexterity. Rangers also get three skills, which is unusually high, but since Rangers are falling somewhere between the fighter equivalent and the Rogue-equivalent, it makes sense that they are getting extra skills. Favorable enemy: Situational by nature, and the bonuses you get against the subject are really insignificant. Big bonuses come later from features such as Foe Slayer. Aberrations: One of the most numerous types of creatures, but very few of them have a CR above 10. Beasts: Beasts are common at low levels, but very few beasts have a CR above 5, so you will stop encountering them early in your career. Celestials: Like fiends, but only choose this in an evil campaign. Designs: There aren't many designs in the Monster Guide, and they don't appear often because they are hard horn shoes in many adventures. Also, how often do you need to track the golem that was created to protect the room? Dragons: Dragons are an enticing option because they are so iconic and scary, but they are also a bad option because there are so few of them. Elements: There are very few elementary creatures that are often kneaded as enemies. Faye: There are almost no Fairies in the Monster Guide, and their CRs are all very low. Fiends: Great option, especially in a very good campaign. Fiends are numerous, and run the entire CR range. Giants: There are no ton of giants, and their highest CR is 13. Monsters: There are many great mosnters who qualify as Monstrosis, but very vew ones have a CR above 11. Oozes: There are almost no oozes in the Monster Guide. Plants: There are very few plant monsters in the game. Undead: Iconic, numerous, and consisting of a long list of enemies running the entire CR range. Undead pop-ups in many campaigns, even those where the undead are not the main ones, so they are a good, reliable option. Humanoid: Humanoids are difficult to identify. Depending on your campaign, you may encounter a huge amount of humanoids or you may encounter absolutely none. Choose humanoids only if you know that you are going to run into them. Since you can choose two types of humanoids, I recommend people and another race that is prominent in the campaign environment. Natural Explorer: You get three options during your career, so hopefully your campaign doesn't include a huge amount of travel. The bonuses are quite small, but correspond to the taste of the class. Fighting Style: Rangers get a subset of fighting styles available for fighters, but the ones they get offer a plethora of options. Unlike fighters, Rangers get only one fighting style, so it's important to choose which matches your build since you don't get to choose an extra style. Archery: The obvious choice for range builds. No.2 hit is a big deal in a game where where A level 20 character can expect to hit a maximum of 11 pounds. DefensePHB: AC boosts are great, but Rangers are strikers at heart and you need a fighting style that increases your damage output. Of course, Beast Master Rangers may prefer to rely more on your companion for offense, so raising ac used can allow you to defend yourself while your companion does the job. DuelingPHB: Please note that this works when using a shield. 2 damage closes the damage gap between the long word and the two arms (4.5--gt;6.5 vs. 6.5/7). However, without any way to attack as a bonus action you will lag behin two-mine combat rangers or rangers with crossbow experts. Two Weapons FightingPHB: One of the biggest challenges with two combat weapons is that you don't get to add your modifier capabilities to your attack without this fighting style, and taking this style makes it significantly more viable. Unlike a fighter jet, the TWF is a viable option for Rangers. Hunter Mark adds a small but noticeable increase in damage that closes the gap in damage between greatswords and short swords, making TWF very effective for Rangers. Spellcasting: Rangers have a really interesting list of spells with plenty of unique options exclusively for Rangers. However, almost every spell on the list uses concentration, so it's really hard to use more than one spell at a time. For help in selecting spells, see Ranger Archetype: Ranger subclasses are briefly briefly bloombergd below. See my Ranger Subclasses Breakdown to help with the selection of subclass. Beastmaster: Fight along with the powerful companion beast, training them as live weapons to help you in battle. Dark Stalker: Hunt your enemies in the dark, get the chance to see and fight in the dark, and ambush your enemies. Horizon Walker: Walk planes, get the chance to teleport in combat and travel between planes without relying on spells like plane shift. Hunter: A capable warrior, Hunter is the most customizable subclass ranger, capable of succeeding in different fighting styles. Monster Slayer: Focus on killing lone enemies, gaining the ability to distinguish between their strengths and weaknesses, inflict additional damage on your studied prey, and resist and disrupt their spells and abilities. Primitive Awareness: Situational, and not very useful, since you can't determine the location of creatures within a 6 mile radius. Extra Attack: You are not a fighter, but two attacks are still a significant boost to your damage coming out. Land's Stride: Difficult terrain is very frustrating for melee characters, so this will give you a big advantage in some fights. Hide in the plain look: you can't move use it, but it's very effective. Disappearance: Very useful for snipers, but not as important to rangers as tricky action for robbers, since you don't get Sneak Attack. Also note that it doesn't work with Hide in the Plain Look. Feral Sense: Invisible creatures are extremely problematic, and even knowing what square they are in. Being able to find and attack them without penalty is a massive bonus. Foe Slayer: It's a maximum of 5 pounds, but a 5 to attack roll can be a huge bonus in a game where No.11 is a normal maximum. Dexterity's abilities dominate Ranger's abilities, but be sure to put points in Wisdom to bolster your spells. Str: With light/medium armor, you need AC Agility. Since you have Agility for AC, you can also use it for weapons. Since you use Dexterity for weapons, you can reset the power. The only exception is if you decide to use polearm for some reason. Dex: Agility fuels most of what Ranger does. Con: As a combative character rangers should expect to draw a lot of fire, so you need to hit the dots to handle it. Int: A little to investigate and nature may be good, but you really don't need to. Wis: Adds to spells and eventually to Foe Slayer. Cha: Landfill. Point Buy Standard Array Str: 8 Dex: 15 Con: 14 Int: 10 Wis: 15 Cha: 8 Str: 10 Dex: 15 Con: 14 Int: 12 Wis: 13 Cha: 8 Racing Dexterity Bonuses are crucial, and bonuses to Constitution and Wisdom are useful. AarakocraEEPC: Bonus agility, wisdom, and flight. The perfect archery ranger. AasimarVGTM: Nothing useful for a ranger. Fallen: Nothing good for a ranger. Defender: Nothing useful for a Ranger. Whip: Nothing useful for a ranger. BugbearVGTM: For a combat class limited by medium armor, increasing agility No.1 is easy enough to fill your bonus of 2 pounds in AC so you can focus on your strength. Reach nice and you get Stealth knowledge for free, making it easier to keep up with other sneaky, qualified classes like Rogue. DragonbornPHB: Nothing useful for a ranger. Dwarf: Good and durable, but without increasing agility you'll fall behind offensively. DuergarSCAG: Nothing good for Rangers. HillPHB: A little Wisdom helps with your spells, but without the strength or agility increases you will fall behind offensively. MountainPHB: Without increasing agility, you will need to rely on strength and medium armor. Get your agility up to 14 on the first level and grab a pair of hand axes. You won't be as sneaky as Dexterity-based Rangers, but otherwise you should be fine. ElfPHB: Agility and free perception of craftsmanship. DrowPHB: Nothing useful for a ranger for what you get from the base of the elf racial traits. EladrinMToF: If you don't want the rider effects on The Fairy Step, Shadar-Kai is strictly better. High Elf: Nothing useful for a ranger for what you get from the base of the elf racial traits. ElfMToF Sea: A great option in the game that includes a lot of water. Shadar-KaiMToF: Agility and the Constitution, combined with resistance to damage and ability fantastic combinations for Ranger, especially if you prefer melee. Wood ElfPHB: Bonus Wisdom and Mask of Wildlife is fantastic for rangers. FirbolgVGTM: Decent ability increases and a few excellent innate spell options that fit the Ranger theme very well. GenasiEEPC: Bonus Bonus It's always nice. Air: A little Dexterity, and Levitate is good for archers. Earth: Nothing good for a ranger. Fire: Nothing useful for a ranger. Water: Wisdom is not as useful as Agility, but other abilities of The Genashi Water are much more interesting than that of Air Genasi. Gith: Very little that works for th Ranger. GithyankiMToF: Rangers almost always build around Dexterity, so Githyanki offers a little beyond their psionics. You can make strength-based build work, but it's a tough prospect for Rangers. GithzeraiMToF: Ranger's spell is secondary to their other functions, so Wisdom No.2 is not attractive without increasing agility. Dwarf: Nothing good for a ranger. Deep (Svirfneblin)EEPC /SCAG: A little dexterity and stone camouflage is tempting, but not enough to make it viable. ForestPHB: A little dexterity is good, but not enough to justify the choice. Talking to small animals is fun, but not particularly helpful. RockPHB: Nothing good for a ranger. GoblinVGTM: Great ability increases, and Nimble Escape gives you important parts of Cunnin Action. HobgoblinVGTM: Nothing useful for a ranger. GoliathERK: Nothing good for a ranger. Half-Elf: Charisma is completely wasted on Ranger, but other abilities are great. AquaticSCAG: Only if you are in a water campaign. DrowSCAG: Some worthy magic options. High/Moon/SunSCAG: Rangers rely too much on gun attacks, and don't really need utility cantrips. Keen SensesSCAG: The sidebar descriptions semi-elf variants are specifics that you can take to Keen Senses instead of mastery of versatility, or a trait based on your elf origin. Keen feelings give you one fixed skill and you give up skill in any two skills. It must be immediately clear that this is a terrible trade. WoodSCAG: The Wood Elf is a great option for Rangers, so taking some of his abilities is great for half-elf. VanillaPHB: Skills are great at a highly skilled class like a ranger. Half-OrcPHB: Nothing good for Rangers. HalflingPHB: Bonus Agility, and Lucky is absolutely fantastic. GhostwiseSCAG: The wisdom of the bonus is fantastic for your spell. Silent speech is also cool, but unfortunately will not work with a companion of animals, because none of the available companion options can not learn languages. LightfootPHB: Charisma is wasted, and naturally Stealthy is not as useful for a ranger as for a rogue. StoutPHB: Bonus Constitution and resistance to poison. HumanPHB: Universal and fantastic in everything. Vanilla: Half of the bonuses are completely wasted. Option: You still get important bonuses to your agility and wisdom and you can get an amazing feat at level 1. KenkuVGTM: Fantastic ability is increasing, and free skills help close the skill gap between rangers and robbers. Be to pick up Thief's Tools skill if you play the Rogue equivalent of your party. KoboldVGTM: Pack Tactics are totally unfair when you combine it with the Beast Master Ranger. Ranger. Extremely durable, although the lack of strength or Dexterity increase means that your damage output will lag a bit until you get some ability to score increases. Wisdom is useful for ranger spells, and natural armor will allow you to exceed the AC offered by manufactured armor once you reach 20 Dexterity. LocathahLR: Increase both strength and agility to make it easier to build strength-based build because you can manage decent scores in both at level 1. Two additional skills help close the skills gap with Rogue, and Leviathan will protect you from a few irritating status conditions. OrcVGTM: Half of the orc is objectively better, but also not great for Rangers. TabaxiVGTM: Kenku is the best option, but the two provide many of the same benefits. Tiefling: Vanilla Tiefling's scoring ability is terrible for Rangers, but other abilities are fun, and Feral's sub-race option does a little better. The biggest problem is that Charisma does very little for the Ranger, and the increase in charisma is one of Tiefling's biggest advantages. AsmodeusPHB/MToF: Spreading bad ability. BaalzebulMToF: Poor spread ability. DispatierMToF: Interesting and potentially viable, but Charisma does almost nothing for Ranger. FiernaMToF: Poor distribution ability. GlasyaMToF: Legacy Malbolge provides some useful stealth options not usually available to rangers. LevistusMToF: Poor distribution ability. MammonMToF: Poor distribution ability. Mephistopheles: Poor spread ability. Siel MToF: Poor ability to spread. Option: FeralSCAG: Much better than Vanilla Tiefling, but the intelligence bonus is up to wasted. According to sword coast adventurer' guide, Feral Variant is compatible with other options, so if your DM allows it, you can use this in conjunction with another useful sub-race. Option: Devil's TongueSCAG: Nothing useful for Ranger. Option: HellfireSCAG: Nothing useful for Ranger. Option: Winged SCAG: Nothing useful for a ranger. TurtleTP: Turtle natural armor matches the AC cover for medium armor. This means that you get the same ac as other force-based rangers without having to get 14 Dexterity to fill your armor, allowing you to focus elsewhere. Turtle's scoring ability is perfect for a strength-based ranger and you'll even get survival for free. TritonVGTM: Not terrible, but the newt doesn't complement the skills of the Rangers spelling ro. VerdaniACInC: Poor spread ability. Yuan-Ti PurebloodVGTM: Nothing useful for a Ranger. Below is the address of specific races. Not every setting allows each race, and while most races are presented in the basic rules and content for the Forgotten Worlds, can be used in other settings, races typical of such like Ravnica, usually not allowed in other settings. Talk to your DM about which races are allowed in your game. Eberron's BugbearERLW Racing: See above under the general racing section. ChangelingERLW: Shapechanger is neat, but increasing charisma doesn't serve Rangers well Skillset. GoblinERLW: See above under the general Racing section. HobgoblinERLW: See above under the general racing section. OrcERLW: Poor spread ability. KalashtarERLW: Poor spread ability. ShifterERLW: Many sub-race Shifter are good options for Ranger, although Shifting can compete with your bonus action if you rely heavily on Mark Hunter. Beasthide: Power is a difficult choice for a ranger. Longtooth: If you are fighting in close combat and are not using two combat weapons, you are not using bonus action to get additional damage from Mark Hunter. This offers a way to do this at the same time using a shield or two hand weapon. Swiftstride: An impressive option for archery builds. Use The Shifting feature to safely avoid enemies who are trying to engage you in close combat. In turn, shoot them from 10 feet and then go to safety. Wildhunt: The best ability to spread sub-spread shifter, but shifting function is almost unsuitable for Ranger. WarforgedERLW: The ability increases the performance well thanks to the flexibility of the ability to increase, and the bonus of resistance and the AC bonus make you abnormally durable for a ranger. Dragonmarks Although the design intention of Dragonmarks was that they would offer some innate spells for everyone, each dragonmark includes an expanded list of spells, which is perhaps a more significant

advantage than most provided by racial traits. Since extended spell variants are such an important part of dragon characters, if you don't play a charmer you give up a huge part of your racial traits, making it exceptionally difficult to justify playing a dragonmark character who can't cast spells.

Dragonmarked DwarfERLW: Dragonmark features replace your sub-race. Mark Warding: Bad ability has spread. Dragonmarked ElfERLW: Dragonmark features replace subraces. Shadow sign: Increasing the Dexterity base from the elves is a great start, and Mark Shadow's new spell adds numerous interesting options that are usually not available to Ranger. Dragonmarked GnomeERLW: Dragonmark features replace your sub-race. Mark Scribing: Poor spread of ability. Dragonmarked Half-ElfERLW: Dragonmark traits replace some of your normal racial traits, as described in the entry for each Dragonmark. Detection sign: A flexible increase in ability can go into strength or agility (probably Dexterity), and the added divination option allows the Ranger to expand its already excellent scouting capabilities. Storm sign: Increases ability is good enough, and spells add some interesting options.

Dragonmarked Half-OrcERLW: Dragonmark features replace all your racial traits. Search sign: Poor ability to spread, and spells are not good enough to make a difference. Dragonmarked Dragonmark features replace sub-race. Sign of healing: A large assessment of the ability increases, and the added healing options allow you to cover many of the basic healing options that usually require a dedicated divine divine Sure, Cure Wounds and Healing Spirit are already on ranger's spell list, but it adds all the important Healing Word. Mark Hospitality: The ability to score increases include a crucial increase in agility, but the spell is not as good as what you get from Mark Healing. Dragonmarked HumanERLW: Dragonmark traits replace all your racial traits. Search sign: See the search sign under Dragonmarked Half-Orc, above. Mechanically, the final racial traits are identical. Mark Processing: If there's anyone who can use Mark Handling well, it's Ranger. The ability to score increases are good, skill bonuses are good, and you get a few spells from the list of druid spells that expand your ability to work with animals. Beastmaster is still rubbish, unfortunately, but the theme makes a lot of sense. Brand manufacturing: Ability to score increases are workable, and there are some interesting spell options. Sign of the aisle: The ideal ability score increases, and spelling adds features usually limited to Planeswalker. In fact, the sign aisle of the planeswalker ranger will be an incredible master of teleportation and rapid movement. Mark Sentinel: A lot of great defensive options, but without strength or dexterity to increase you're going to fall behind offensively. Racing Ravnic CentaurGGTR: Charge conflicts with two weapons of combat, and rangers do much better with Dexterity than with force because they are limited to average armor. GoblinGGTR: See above under the general racing section. LoxodonGGTR: With a natural Loxodon armor you can match at the best light armor while completely naked. Unfortunately, you'll fall behind offensively without strength or Dexterity increase until you pick up some ability to score increases. MinotaurGGTR: Both Goring Rush and Hammering Horns clash with two weapons, and the Rangers rely too heavily on Dexterity because they are limited to medium armor. Simic HybridGGTR: Fantastic and versatile. VedalkenGGTR: Nothing good for Ranger. Skills of handling animals (Wis): Even for the Beast Ranger it is still useless. Athletics (Str): Rangers are Dexterity-based and don't have a good way to use Shove or Grapple. Insight: Rangers need a bit of wisdom, so pick this up for the back-up face of your party. Investigation (Int): Very useful, especially if you serve as the Rogue equivalent of your party, but intelligence is not a great ability for Rangers. Nature (Int): Your only knowledge of craftsmanship. It's a good skill but intelligence is hard for Rangers. Perception (Wis): With high Wisdom, there is no reason not to accept it. Stealth (Dex): Rangers don't necessarily have to be hidden, but with a lot of dexterity it certainly doesn't hurt. Survival (Wis): Situational, but if someone is going to take it it has to be a Ranger. Background In this not all published backgrounds are considered, as this will lead to an ever-growing list of options that do not serve the class. Class. This section will cover options that I think work particularly well for the class, or which may be tempting but bad choices. Racial exploits are discussed in the Racing section, above. Rangers can get all the skills they need with their three class skill choices. If you act as the Rogue equivalent of your party, pick up Thieves' Tools skill. Otherwise, pick up whatever you want. Many backgrounds will give you bonus languages, but without any social skills the Ranger is unable to use them. If you're having trouble making a decision, here are some tips: CharlatanPHB: Interesting for Rogue-like build, but without Thieves Tools you can't completely replace Rogue. City WatchSCAG: Athletics and Insight are passable options, but languages are completely wasted. CriminalPHB: Cheating won't get much benefit, but the rest will allow you to play the Rogue equivalent of your party. Far TravelerSCAG: Insight pass and the perception is fantastic. Instrument/game knowledge set can be more useful to you than language. People's HeroPHB: A few passable options, but nothing that you absolutely need to have. VeteranSCAG mercenary: Persuasion is wasted on the Ranger, but the rest can be fit for action. OutlanderPHB: A few passable options, but nothing that you absolutely need to have. SailorPHB: Good skills, but marine things are not useful in most campaigns. SoldierPHB: All is well, except bullying. Urban Bounty HunterSCAG: A good list of options that allow you to take the place of the equivalent of Rogue.

UrchinPHB: Makes it easy to play the Rogue equivalent of your party. Uthgardt Tribe MemberSCAG: A few passable options, but generally nothing existing. The exploits this section does not apply to every published feat, as it will lead to an ever-growing list of options that do not serve the class. Instead, this section will cover feats that I think work particularly well for the class or which may be tempting but bad choices. AlertPHB: Going first is not very important for Ranger. ChargerPHB: Rangers have many ways to use their bonus actions, so this represents a significant loss of economy action. Even if you are built for melee, you should use the space to buff yourself or soften your enemies on the range before gradually closing in for melee. ExpertPHB crossbow: All the actions of the TWF economy with a range of archery and you can do it in close combat. Defensive DuelistPHB: A tempting way to boost your defenses, but the hunter is already getting options to defend himself, and the Beastmaster must have enough health between themselves and his companion that they can survive a few hits. Double WielderPHB: Not necessarily by any means, but if someone was to accept this feat it should be a melee ranger. Dungeon DelverPHB: In the dungeon of a heavy campaign, it may be option for you. DurablePHB: Rangers can throw healing spirit that solves the issue of healing from battle. Elementary AdeptPHB: Rangers don't get enough basic elementary spells to justify it. GrapplerPHB: Just a terrible feat in general. You don't need it to fight successfully. MasterPHB's Great Weapon: Rangers are all about Dexterity, and two arms require strength. Healer: Learn to cure wounds. Heavily ArmoredPHB: If you're going to build strength, you'll probably want it. If you take skill at Stealth and throw a Pass Without a Trace, you may even manage be hidden despite the flaw imposed by your armor. LuckyPHB: Good at all. Magician SlayerPHB: Too situational. Magic InitiatePHB: There really isn't anything that Ranger needs from other spell classes to be functional. Martial AdeptPHB: Not good enough with just one superiority to die. MasterPHB average armor: a feat for a clean 1 to AC over light armor and 20 Dexterity. Spend the feat on the defensive duelist instead. MobilePHB: Rangers are already getting ways to handle a lot of rugged terrain, and if you want to avoid the possibility of attacking pick up Escape Horde or Marshmallow Strike. Equestrian CombatPHB: Beast Master Rangers are one of the only characters in the game where I would consider this feat a worthy option, and even then it has serious problems. If your character is small you have some great options for mounts, but since most monsters are medium or larger you will give up the first feat advantage almost all the time, since your mountain will never be bigger than they are. However, the extra protection provided to your animal companion may be enough to justify the feat. ObservantPHB: If you're the only character in the party with decent surveillance skills, this might be a good idea. Polearm MasterPHB: Rangers are built on Dexterity, so they don't have the strength to back up the weapons. ResilientPHB: If you were good at the save, your class would give it to you. Ritual CasterPHB: Leave this for full casting if you can. Wild AttackerPHB: It's a bad feat. The greatest damage to die (d12), gives an average of 2 additional damage per turn. SentinelPHB: The third part of the feat is tempting for the Beastmaster Rangers. Since you have a pet that you can drag in close combat with you, which will most likely have a lower AC ac (and therefore will draw a lot of attacks), it is easy to benefit from the Sentinel to get a free attack. SharpshooterPHB: Archery builds can enjoy it. Hunter Rangers who pick up Volley will especially enjoy the ability to attack a long ranger without shortage, so you can handle large groups of enemies at a convenient distance. MasterPHB Shield: The only thing that makes it hard for Rangers is that you need high strength to make good use of athletics, which you need to make good use of the ability to poke enemies as Action. SkilledPHB: Rangers already get more skills than average, but if you haven't got Thieves' Tools knowledge from your background you can pick it up. SkulkerPHB: Snipers for robbers. ToughPHB: You don't have to hit points so bad. If you do, rethink your tactics. Tactics. CasterPHB: Rangers don't have spells that work with reaction mechanics. Longbow Weapon: Archery Ranger go to arms. Rapier: Defensive and dueling Rangers will want the biggest Finesse weapon they can get. Short word: TWF Ranger's Go-to weapon. Whip: The only grace weapon with reach. If you go on a melee Horde Braker build, the whip is a good choice. Armor leather armor: The scale of the mail will give a better AC, but will also impose a disadvantage on Stealth. Mail scale: Better AC than skin, but imposes a flaw on Stealth. Studded skin: Your best choice is long term. Multiclassical cleric: A single level of Nature Cleric gets you skill, heavy armor knowledge, Druid Cantrip, and all spells of level 1 cleric.

Druid: Two levels to pick up the Circle of the Moon and Wild Shape offers some interesting options, but you're probably better off using weapons. Fighter: Another fighting style is tempting, and if you start with a fighter you will get access to a similar skill list plus heavy armor knowledge. With heavy armor, you can go for a strength build, not depending on Dexterity, like any other ranger in the game. Monk: Unarmored defense is a worthy option, and martial arts eliminates the need for TWF, but you need to give up armor, meaning that you need much more wisdom than a typical ranger. Rogue: Tricky action, expertise, and more skills. If you are going to capture the Rogue level it should be your first level. Frequently asked questions Can the Beast Master Ranger companion use Multiattack? Only once do they get The Scotstoun Fury. This means that satellites such as Giant Badger do not get multitasking until level 11. Does the Beast Master Ranger companion add a skill to the Ranger's bonus to poison the damage? Unclear. RAW, poison damage a separate roll of damage, but I think that RAJ damage increase should apply only once per attack. Example Build - Man Ranger (Hunter) I will tolerate two scimitars, but I draw a line for the presence of a pet panther. This is Staple Build. This build is simple and relies on SRD and Basic Rules as much as possible. If you need a functional build with nothing unusual or complex, this is a great place to start. Of the two archetypes of Ranger in the Player's Handbook, Hunter is by far the best choice and I am glad he was selected for the SRD. Hunter is an excellent scout and striker and he has enough tackle points that you can adapt him to your tastes. Perhaps the most defining build choice we make is our choice of fighting style. Rangers get only two options, so it's really a choice between a melee and a hesit. Melee will have a higher impact output, especially with crossbow experts off limits due to our SRD-only limitations for basic builds, melee is also much more risky. I will submit proposals for both options. The ability we will make some adjustments to the point of buy ability is recommended above to benefit from the human ability to score increases. Increases. On what skills and background you choose, you can switch intelligence and charisma. Base Increased Str 9 10 Dex 15 16 Con 13 14 Int 11 12 Wis 15 16 Cha 8 9 Race Human. In SRD, Man is the only way to get bonuses of both agility and wisdom. You can shuffle around the scoring ability and choose Halfling or even High Elf if you prefer, but we'll go with the person to keep things simple. Skills and tools ignore animal handling and athletics, and we have 6 skills that we care about. Reference criminal is the best option available in basic rules or SRD. Cheating isn't great, but we want Stealth and Thieves Tools to allow you to stand in for the rogue. The folk hero will also work, but I think Thieves Tools are important enough that skill makes criminal the best choice. It's a bit about how many of my Staple Builds use the criminal past. It's purely for reasons of character optimization, but it still feels weird. The exploits of Rangers get far more opportunities than they can reasonably exploit, making the exploits a great option. Once you are comfortable with the game and you hit 20 Dexterity, consider exploring the exploits. Skilled will expand your knowledge, and there are a number of excellent options for enhancing your fighting abilities like Double Keeper and Sharpshooter. Levels level Feat (s) and Features Notes and Tactics 1 Favors enemy natural explorer for your starter equipment, choose leather armor (as much as we want AC from the scale of the mail, the downside on Stealth is a problem), two short swords (or two daggers), or a package, and a longbow and arrow. A favorable enemy is immediately a difficult choice. At level 1 you may have no idea what you will encounter at level 2, let alone level 20. You get to choose an additional favored enemeis later, but you get a total of only 3 for the entire career. Talk to your DM to see if they are willing you are offering natural explorer offers requiring you to choose a favored Terrain that presents all the same challenges as the favored Enemy. At Level 1 you can explore the woods, but at level 10 you can be lost in Underdark for the rest of your characters' lives. You have no way of knowing, and there is no way to change your mind later. Talk to your DM to see if they are willing to offer suggestions. At this level, do some experiments. Try hand-to-hand combat. Try the bow. Try to sneak in. Get to know your character and get an idea of where you fit into the rest of your party before you are locked into combat style. 2 Fighting Spelling Style By now you hope there was enough time to between fighting at range or in close combat. If you're fighting in close combat, take Fighting Style: Two-Weapon Fighting, and if you're fighting for range, take Fighting Style: Archery. Spellcasting introduces many interesting options. You only get 2 spell slots, but luckily you can get a lot of mileage out of your your Hunters are a particularly important part of the Ranger's repertoire. Throw it as soon as you go into battle (or advance if it's an option) to maximize the additional damage you can get. With a 1 hour duration, you can easily stretch one slot spell through each meeting you come across between short stays. Unfortunately, this can mean that one-third of your day does not include the Sign of the Hunter (provided that the Adventure Day rules in DMG that offer two short vacations in a full day of adventure). On days when you stop to take a long vacation, throw Goodberry with all the remaining spell slots. There's no cover on how many hit points you can heal from Goodberry, so each casting gives you and your party 10 hit points worth healing that you can consume between fights to stretch other resources like hit bones and other healing magic. 3 Hunter Hunter Prey Primeval Awareness If you have taken a fighting style: two fighting weapons, take the prey hunter: Colossus Fighter. If you have taken a fighting style: archery, take a Hordebreaker. 4 Improving ability scores (Dexterity 16 - 18) More AC, better attacks and better damage. 5 Any combat class likes an extra attack. Level 5 also brings level 2 spells, including several particularly useful options. Smaller restoration allows you to contribute to limited healing opportunities, and Spike Growth provides an excellent area management option. Pass Without Trace offers a significant bonus to dexterity (Stealth) checks, allowing even clumsy, heavily armored party members to accompany you with a decent chance of going unnoticed. 6 Favored Enemy Improvements Natural Explorer Improvements Select another favored opponent and other favored terrain. All the same issues apply, but hopefully by now you know where the bulk of the campaign will take place and who the main antagonists are. 7 Defensive Tactics: Multiattack Defense Multiattack Defense is the best option for defensive tactics. Escape The Horde is tempting for melee builds, but at this point just turn off and better use your next twist. 8 Improving ability assessment (Dexterity 18 --20) Your air conditioner now reaches its maximum of 17 in studded skin, and your attacks and damage are improving. 9 Nothing at this level other than level 3 spells. You get some fun options like conjuring animals, but remember that anything that requires concentration will conflict with Mark the Hunter. You can also cast the Hunter Sign as a Level 3 spell to make it the last 8 hours, allowing you to stretch one casting throughout the day provided you can maintain concentration. 10 Natural Explorer Improvement Hide in Plain View Your Last Favored Terrain. I hope you enough bases that you will never be outside your favored terrain. Hide in the plain look is not what it was in previous editions. In previous editions it was possible to simply hide where they stood. I think WotC figured out how problematic that was without using spells, so now you need to spend some time masking yourself. Since it takes minute and requires that you stay in place, you will need to use this to spy or ambush enemies. Combine it with Spike Growth and you can turn the area into a kill field with a few minutes of preparation. 11 Multiattack is divided into a clear melee-oriented option and a clearly ranged version. Volleyball for archers, and a whirlwind attack for two-weapon fighters. However, note that none of these actions is Attack Action, so you can't actually do two weapons of combat, and if you took a crossbow expert you can't use the bonus action of an additional attack. Either way, Multiattack won't be your way out. Look for opportunities to use it, but in most cases enemies won't be neatly grouped enough for you to get more attacks from Multiattack than from a conventional attack. 12 Improving ability assessment (Constitution 14 --16) With maximum agility, it's time to start improving other ability scores. We started with 16 Wisdom, which is absolutely a lot for the Ranger, so focus on increasing your constitution rather than getting an extra hit point. Your air conditioner will be stuck at 17 for the rest of your character's career (except for spells and magical items), so you need all the durability you can get. One counter-point that can convince you to increase wisdom, not the Constitution is Foe Slayer. Foe Slayer is based on the Wisdom Bonus, and that's very good. Unfortunately, it's 8 levels, and if you don't live to level 20, it won't matter how high your Wisdom is. 13 Nothing at this level other than level 4 spells. It's very interesting, but with just 4 spells included in the SRD you have very few options. 14 Favoured Enemy improvement Vanish Vanish is significantly more useful for archers than for melee rangers, but even the melee ranger is good with the bow. If you need to avoid the spotlight, jump into the bushes and snipe things. 15 Superior Hunter's Defense Rogues get both dodging and supernatural Dodge, but you have to choose one or the other. I recommend Dodging for Archery Builds and Uncanny Dodge for hand-to-hand combat builds. 16 Ability To Score Improvement (Constitution 16 --18) More Constitution gets us a good bunch of extra hit points at this level. 17 Nothing at this level other than Level 5 spells, and SRD contains only two Ranger 5 5 spells. Look for your lower-level spells for options that work well when thrown with a higher level of spell slot. 18 Invisible creatures were a problem long before that. Hopefully at this level you have found a solution to this problem, but Feral Senses is probably the best solution. 19 Ability to Score Improvement (Constitution 18 --20) You are now as durable as you can get, which is nice considering that you still stuck at 17, while enemies' attacking bonuses and damage gradually rose over time. If you're doing well with 18 Constitutions, you can increase Wisdom instead of getting another point out of Foe Slayer now that it's only one level away. 20 This is the first time our 16 Wisdom has ever been a failure, a failure, the difference between No.3 and No. 4 will usually not be a problem. Foe Slayer can turn a blunder into a hit, since you can use it after the roll is done, so the main case is to use as a bonus attack. Turning a miss into a miss will have more damage than applying damage of 3 euros. If you make it to the last attack on the turn and all your attacks are either hit or rolled too low to save, use Foe Slayer for bonus damage. You can use it once in a step and you have to make every effort to do it. So. complete ranger's handbook pdf. ad&2nd ediiion complete ranger's handbook pdf. complete ranger's handbook 3.5 pdf

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