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# Ranger

**Alignment:** Any.

**Hit Die:** d10.

## Class Skills

The ranger's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str).

**Skill Points at 1st Level:** (6 + Int modifier) x4.

**Skill Points at Each Additional Level:** 6 + Int modifier.

**Starting Gold:** 6d4x10(150gp)

**Table: The Ranger**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Track, Point Blank Shot
2nd	+2	+3	+3	+0	Bow Focus
3rd	+3	+3	+3	+1	Precise Shot
4th	+4	+4	+4	+1	Rapid Shot
5th	+5	+4	+4	+1	Bow Specialization
6th	+6/+1	+5	+5	+2	Shot on the Run
7th	+7/+2	+5	+5	+2	Woodland Stride
8th	+8/+3	+6	+6	+2	Greater Bow Focus
9th	+9/+4	+6	+6	+3	Swift Tracker
10th	+10/+5	+7	+7	+3	
11th	+11/+6/+1	+7	+7	+3	Improved Rapid Shot
12th	+12/+7/+2	+8	+8	+4	Greater Bow Specialization
13th	+13/+8/+3	+8	+8	+4	Improved Precise Shot
14th	+14/+9/+4	+9	+9	+4	Camouflage
15th	+15/+10/+5	+9	+9	+5	
16th	+16/+11/+6/+1	+10	+10	+5	Clairaudient Attack
17th	+17/+12/+7/+2	+10	+10	+5	
18th	+18/+13/+8/+3	+11	+11	+6	
19th	+19/+14/+9/+4	+11	+11	+6	Bow Mastery
20th	+20/+15/+10/+5	+12	+12	+6	

## Class Features

All of the following are class features of the ranger.

**Weapon and Armor Proficiency:** A ranger is proficient with all simple weapons, shortbows, longbows, shortswords, longswords, and light armor.

**Track:** At 1<sup>st</sup> level, a ranger gains Track as a bonus feat.

**Point Blank Shot:** At 1<sup>st</sup> level, a ranger gains Point Blank Shot as a bonus feat. He loses this benefit when wearing medium or heavy armor or using a shield.

**Bow Focus:** At 2<sup>nd</sup> level, a ranger gains a +1 bonus on all attack rolls he makes using any kind of shortbow or longbow. This does not stack with bonuses from the Weapon Focus feat. He loses this benefit when wearing medium or heavy armor or using a shield.

**Precise Shot:** At 3<sup>rd</sup> level, a ranger gains Precise Shot as a bonus feat. He loses this benefit when wearing medium or heavy armor or using a shield.

**Rapid Shot:** At 4<sup>th</sup> level, a ranger gains Rapid Shot as a bonus feat. He loses this benefit when wearing medium or heavy armor or using a shield.

**Bow Specialization:** At 5<sup>th</sup> level, a ranger gains a +2 bonus on all damage rolls he makes using any kind of shortbow or longbow. This does not stack with bonuses from the Weapon Specialization feat. He loses this benefit when wearing medium or heavy armor or using a shield.

**Shot on the Run:** At 6<sup>th</sup> level, a ranger gains Shot on the Run as a bonus feat even if he does not have the

normal prerequisites for this feat. He loses this benefit when wearing medium or heavy armor or using a shield.

**Woodland Stride (Ex):** Starting at 7<sup>th</sup> level, a ranger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

**Greater Bow Focus:** At 8<sup>th</sup> level, a ranger gains an additional +1 bonus on all attack rolls he makes using any kind of shortbow or longbow. This does not stack with bonuses from the Greater Weapon Focus feat. He loses this benefit when wearing medium or heavy armor or using a shield.

**Swift Tracker (Ex):** Beginning at 9<sup>th</sup> level, a ranger can move at his normal speed while following tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

**Improved Rapid Shot:** At 11<sup>th</sup> level, a ranger no longer takes a -2 penalty on either attack when using the Rapid Shot feat.

**Greater Bow Specialization:** At 12<sup>th</sup> level, a ranger gains an additional +2 bonus on all damage rolls he makes using any kind of shortbow or longbow. This does not stack with bonuses from the Greater Weapon Specialization feat. He loses this benefit when wearing medium or heavy armor or using a shield.

**Improved Precise Shot:** At 13<sup>th</sup> level, a ranger gains Improved Precise Shot as a bonus feat. He loses this benefit when wearing medium or heavy armor or using a shield.

**Camouflage (Ex):** A ranger of 14<sup>th</sup> level or higher can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

**Clairaudient Attack:** At 16<sup>th</sup> level, a ranger becomes so attuned to his surroundings, he may add his Wisdom modifier to his ranged attack rolls.

**Bow Mastery:** At 19<sup>th</sup> level, using a shortbow or longbow becomes second nature to a ranger. If armed with a shortbow or longbow, the ranger threatens a 10' radius as if armed with a melee reach weapon. Furthermore, he no longer provokes attacks of opportunity when attacking with a shortbow or longbow.