



Spell-less Ranger for DnD 5e

Martial Ranger								
Level	Prof	Abilities	Mixtures Known	Slots 1st	Slots 2nd	Slots 3rd	Slots 4th	Slots 5th
1 st	+2	Animal Whisperer, Wilderness Explorer	-	-	-	-	-	-
2 nd	+2	Fighting Style, Herbalism	2	2	-	-	-	-
3 rd	+2	Beast Companion	3	3	-	-	-	-
4 th	+2	Ability Score Advance	3	3	-	-	-	-
5 th	+3	Extra Attack	4	4	2	-	-	-
6 th	+3	Veteran Scout, Wilderness Explorer Improvement	4	4	2	-	-	-
7 th	+3	Instinctive Dodge	5	4	3	-	-	-
8 th	+3	Ability Score Advance, Land Strider	5	4	3	-	-	-
9 th	+4	-	6	4	3	2	-	-
10 th	+4	Wilderness Explorer Improvement, Hide in Open View	6	4	3	2	-	-
11 th	+4	Base Savagery	7	4	3	3	-	-
12 th	+4	Ability Score Advance	7	4	3	3	-	-
13 th	+5	-	8	4	3	3	1	-
14 th	+5	Vanishing	8	4	3	3	1	-
15 th	+5	Primal Resilience	9	4	3	3	2	-
16 th	+5	Ability Score Advance	9	4	3	3	2	-
17 th	+6	-	10	4	3	3	3	1
18 th	+6	Keen Senses	10	4	3	3	3	1
19 th	+6	Ability Score Advance	11	4	3	3	3	2
20 th	+6	Apex Predators	11	4	3	3	3	2

Class Abilities

As a Spell-less Ranger (aka Martial Ranger) you gain the following class abilities:

Hit points, Proficiencies, Equipment

As standard ranger.

Animal Whisperer

At 1st level, roll twice for all animal handling checks and use the higher result.

Wilderness Explorer

As standard 1st level ranger, but gain four preferred terrains instead of one.

Fighting Style

As standard 2nd level ranger.

Herbalist

By 2nd level, you have developed unique herbalist skills sufficient to brew salves, poultices, unguents and other herbal mixtures of rare potency.

Mixtures Known

The Ranger table shows how many herbal mixtures you know at each level. Additionally, when you gain a level, you may replace one mixture you know for another of the same level.

Choose your known mixtures from the table below. Most of the mixtures listed are from the Ranger spell table in Player's Handbook. Certain spells have been removed from the table for being too "magical" in nature. Mixtures in italics have been added from other class spell lists.

Mixtures Known				
Level 1	Level 2	Level 3	Level 4	Level 5
Animal Friendship Cure Wounds Detect Magic Detect Poison and Disease Fog Cloud Goodberry Longstrider <i>Faerie Fire</i> <i>Purify Food and Drink</i>	Barkskin Darkvision Lesser Restoration Find Animals or Plants Protection against Poison <i>Enhance Ability</i> <i>Blindness</i> <i>See Invisibility</i> <i>Spider Climb</i>	Nondetection Protection from Energy Water Breathing <i>Magic Weapon</i> <i>Haste</i> <i>False Death</i>	Freedom of Movement Grabbing Vines Stoneskin <i>Blight</i>	Commune with Nature <i>Mass Cure Wounds</i> <i>Contagion</i> <i>Insect Plague</i>

Mixture Slots

Each day you may prepare (as part of an extended rest) a number of herbal mixtures equal to the number of slots you have available according to your level. You may prepare a mixture using a higher level slot for greater effect similar to spells. Ordinarily you are assumed to be carrying or able to scavenge sufficient ingredients to prepare your mixtures. A mixture lasts until used or until you prepare another using the same slot. Your herbalist mixtures are as much art as science, and only you have the unique skills required to gauge and use them reliably. With sufficient time, your GM might allow you to instruct another on the proper use of an individual mixture (an Intelligence check may be necessary).

Mixture Effects

Herbal mixtures work the same as the spell they replicate, including effects, actions required, duration, concentration and so on. Use your Wisdom stat and proficiency attack bonus to determine any related saving throws, special attack rolls, and so on. The GM might rule that certain herbal mixtures are fuelled by quasi-magical ingredients, and are subject to dispel magic and similar effects.

Beast Companion

At 3rd level you gain a beast companion to accompany you. Choose an ordinary beast no larger than medium size such as a wolf, panther or hawk.

Increase the animal's intelligence by three points. Your companion is an especially smart, brave and loyal animal and is not subject to morale rules. The two of you share a special bond and communicate using sounds, touch, hand gestures, body language and the like.

Your companion has hit points equal to the maximum for a normal animal of its kind, or half your maximum hit points, whichever is higher. Add your attack proficiency bonus to your companion's AC, attack rolls, damage rolls and all saving throws.

In combat, your companion aids you by adding 1d6 damage (of a type appropriate for the beast) to any attack you hit with provided your companion is within melee range¹ of your target. If you are using ranged attacks, your companion automatically co-ordinates with you and attempts to move into melee with your target (during your turn but prior to your attack) unless you direct otherwise (no action required). You may direct your companion to assist another PC's attacks instead of your own (no action required). Your companion does not make independent attacks while it is assisting in combat.

If you send your companion away on a task, or you are incapacitated in combat, your companion acts independently as an NPC with a full range of actions (alternatively your GM might allow you to control your companion as a secondary PC). Your companion will generally attempt to protect you if you are incapacitated.

Your companion has a number of 1d6 healing dice equal to your level. Your companion may spend these healing dice like a PC spends hit dice to restore hit points when resting. A companion is treated as a PC for the purposes of death, dying and injury rules. If your companion is killed you may take steps to find another in between adventures.

- *Instinctive Dodge*
At 7th level, your companion gains the *Evasion* ability of a 7th level Rogue.
- *Base Savagery*
At 11th level, when your companion assists attacks in combat, the bonus damage increases to 2d6.
- *Primal Resilience*
At 15th level, your companion's maximum hit points increase to three quarters of your maximum hit points, and its healing dice increase to d10s.

Extra Attack

As standard 5th level ranger.

Veteran Scout

At 6th level, when you make checks relating to stealth, tracking or survival, roll twice and use the higher result. This also applies to concealing your own tracks (and the tracks of your party).

Land Strider

As standard 8th level ranger.

¹ Typically adjacent, but might be further away if the companion has reach.

Hide in Open View

As standard 10th level ranger.

Vanishing

As standard 14th level ranger.

Keen Senses

As standard 18th level ranger.

Apex Predators

At 20th level, you and your beast companion gain immunity to mind affecting spells or effects, including madness. You also gain triple damage dice on critical hits (rather than double).