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Ranger

Class Details

Core Ranger Traits

Primary Ability	Dexterity and Wisdom
Hit Point Die	D10 per Ranger level
Saving Throw Proficiencies	Strength and Dexterity
Skill Proficiencies	Choose 3: Animal Handling , Athletics , Insight , Investigation , Nature , Perception , Stealth , or Survival
Weapon Proficiencies	Simple and Martial weapons
Armor Training	Light and Medium armor and Shields
Starting Equipment	Choose A or B: (A) Studded Leather Armor , Scimitar , Shortsword , Longbow , 20 Arrows , Quiver , Druidic Focus (sprig of mistletoe), Explorer's Pack , and 7 GP; or (B) 150 GP



CREATE YOUR FREE CHARACTER

Far from bustling cities, amid the trees of trackless forests and across wide plains, Rangers keep their unending watch in the wilderness. Rangers learn to track their quarry as a predator does, moving stealthily through the wilds and hiding themselves in brush and rubble.

Thanks to their connection with nature, Rangers can also cast spells that harness primal powers of the wilderness. A Ranger’s talents and magic are honed with deadly focus to protect the world from the ravages of monsters and tyrants.

Becoming a Ranger...

As a Level 1 Character

- Gain all the traits in the Core Ranger Traits table.
- Gain the Ranger’s level 1 features, which are listed in the Ranger Features table.

As a Multiclass Character

- Gain the following traits from the Core Ranger Traits table: Hit Point Die, proficiency with Martial weapons, proficiency in one skill of your choice from the Ranger’s skill list, and training with Light and Medium armor and Shields.
- Gain the Ranger’s level 1 features, which are listed in the Ranger Features table. See the multiclassing rules to determine your available spell slots.

Ranger Features

				—Spell Slots per Spell Level—					
Level	Proficiency Bonus	Class Features	Favored Enemy	Prepared Spells	1	2	3	4	5
1	+2	Spellcasting, Favored Enemy, Weapon Mastery	2	2	2	—	—	—	—
2	+2	Deft Explorer, Fighting Style	2	3	2	—	—	—	—
3	+2	Ranger Subclass	2	4	3	—	—	—	—
4	+2	Ability Score Improvement	2	5	3	—	—	—	—

					—Spell Slots per Spell Level—				
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5	+3	Extra Attack	3	6	4	2	—	—	—
6	+3	Roving	3	6	4	2	—	—	—
7	+3	Subclass feature	3	7	4	3	—	—	—
8	+3	Ability Score Improvement	3	7	4	3	—	—	—
9	+4	Expertise	4	9	4	3	2	—	—
10	+4	Tireless	4	9	4	3	2	—	—
11	+4	Subclass feature	4	10	4	3	3	—	—
12	+4	Ability Score Improvement	4	10	4	3	3	—	—
13	+5	Relentless Hunter	5	11	4	3	3	1	—
14	+5	Nature's Veil	5	11	4	3	3	1	—
15	+5	Subclass feature	5	12	4	3	3	2	—
16	+5	Ability Score Improvement	5	12	4	3	3	2	—
17	+6	Precise Hunter	6	14	4	3	3	3	1
18	+6	Feral Senses	6	14	4	3	3	3	1
19	+6	Epic Boon	6	15	4	3	3	3	2
20	+6	Foe Slayer	6	15	4	3	3	3	2

Ranger Class Features

As a Ranger, you gain the following class features when you reach the specified Ranger levels. These features are listed in the Ranger Features table.

Level 1: Spellcasting

You have learned to channel the magical essence of nature to cast spells.

Spell Slots. The Ranger Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose two level 1 Ranger spells.

The number of spells on your list increases as you gain Ranger levels, as shown in the Prepared Spells column of the Ranger Features table. Whenever that number increases, choose additional Ranger spells until the number of spells on your list matches the number in the Ranger Features table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 5 Ranger, your list of prepared spells can include six Ranger spells of level 1 or 2 in any combination.

If another Ranger feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Ranger spells for you.

Changing Your Prepared Spells. Whenever you finish a Long Rest, you can replace one spell on your list with another Ranger spell for which you have spell slots.

Spellcasting Ability. Wisdom is your spellcasting ability for your Ranger spells.

Spellcasting Focus. You can use a Druidic Focus as a Spellcasting Focus for your Ranger spells.

Level 1: Favored Enemy

You always have the **Hunter's Mark** spell prepared. You can cast it twice without expending a spell slot, and you regain all expended uses of this ability when you finish a Long Rest.

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The number of times you can cast the spell without a spell slot increases when you reach certain ranger levels.

Level 1: Weapon Mastery

Your training with weapons allows you to use the mastery properties of two kinds of weapons of your choice with which you have proficiency, such as Longbows and Shortswords.

Whenever you finish a Long Rest, you can change the kinds of weapons you chose. For example, you could switch to using the mastery properties of Scimitars and Longswords.

Level 2: Deft Explorer

Thanks to your travels, you gain the following benefits.

Expertise. Choose one of your skill proficiencies with which you lack Expertise. You gain **Expertise** in that skill.

Languages. You know two languages of your choice.

Level 2: Fighting Style

You gain a Fighting Style feat of your choice. Instead of choosing one of those feats, you can choose the option below.

Druidic Warrior

You learn two Druid cantrips of your choice. The chosen cantrips count as Ranger spells for you, and Wisdom is your spellcasting ability for them. Whenever you gain a Ranger level, you can replace one of these cantrips with another Druid cantrip.

Level 3: Ranger Subclass

You gain a Ranger subclass of your choice. A subclass is a specialization that grants you features at certain Ranger levels. For the rest of your career, you gain each of your subclass's features that are of your Ranger level or lower.

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. You gain this feature again at Ranger levels 8, 12, and 16.

Level 5: Extra Attack

You can attack twice instead of once whenever you take the **Attack** action on your turn.

Level 6: Roving

Your Speed increases by 10 feet while you aren't wearing Heavy armor. You also have a Climb Speed and a Swim Speed equal to your Speed.

Level 9: Expertise

Choose two of your skill proficiencies with which you lack Expertise. You gain **Expertise** in those skills.

Level 10: Tireless

Primal forces now help fuel you on your journeys, granting you the following benefits.

Temporary Hit Points. As a **Magic** action, you can give yourself a number of **Temporary Hit Points** equal to 1d8 plus your Wisdom modifier (minimum of 1). You can use this action a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

Decrease Exhaustion. Whenever you finish a Short Rest, your **Exhaustion** level, if any, decreases by 1.

Level 13: Relentless Hunter

Taking damage can't break your **Concentration** on **Hunter's Mark**.

Level 14: Nature's Veil

You invoke spirits of nature to magically hide yourself. As a Bonus Action, you can give yourself the **Invisible** condition until the end of your next turn.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

Level 17: Precise Hunter

You have Advantage on attack rolls against the creature currently marked by your *Hunter's Mark*.

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Your connection to the forces of nature grants you *Unlabeled* with a range of 30 feet.

Level 19: Epic Boon

You gain an Epic Boon feat or another feat of your choice for which you qualify.

Level 20: Foe Slayer

The damage die of your *Hunter's Mark* is a d10 rather than a d6.

Ranger Subclasses

A Ranger subclass is a specialization that grants you features at certain Ranger levels, as specified in the subclass.

Hunter

Protect Nature and People from Destruction

You stalk prey in the wilds and elsewhere, using your abilities as a Hunter to protect nature and people everywhere from forces that would destroy them.

Level 3: Hunter's Lore

You can call on the forces of nature to reveal certain strengths and weaknesses of your prey. While a creature is marked by your *Hunter's Mark*, you know whether that creature has any Immunities, Resistances, or Vulnerabilities, and if the creature has any, you know what they are.

Level 3: Hunter's Prey

You gain one of the following feature options of your choice. Whenever you finish a **Short** or **Long Rest**, you can replace the chosen option with the other one.

Colossus Slayer

Your tenacity can wear down even the most resilient foes. When you hit a creature with a weapon, the weapon deals an extra 1d8 damage to the target if it's missing any of its Hit Points. You can deal this extra damage only once per turn.

Horde Breaker

Once on each of your turns when you make an attack with a weapon, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target, that is within the weapon's range, and that you haven't attacked this turn.

Level 7: Defensive Tactics

You gain one of the following feature options of your choice. Whenever you finish a **Short** or **Long Rest**, you can replace the chosen option with the other one.

Level 11: Superior Hunter's Prey

Once per turn when you deal damage to a creature marked by your *Hunter's Mark*, you can also deal that spell's extra damage to a different creature that you can see within 30 feet of the first creature.

Level 15: Superior Hunter's Defense

When you take damage, you can take a Reaction to give yourself Resistance to that damage and any other damage of the same type until the end of the current turn.



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