

A Different Ranger

Krusk's take on a ranger who benefits from his travels and wide variety of experiences no matter where they are, or who they fight.

He's one of them rangers. Dangerous folk they are — wandering the wilds.

The 5e core ranger is a problem. It's got countless rewrites online and by WoTC, and so one can assume that a problem does exist without much research into what the problem may be. Two common problems cited are 1 - The Ranger can't keep up in combat. And 2 - The ranger's abilities are useless if you pick the wrong ones. This revision attempts to solve both of these problems through the use of passive, thematic buffs. They get an extra boost in their favored terrain vs a favored foe, but if the adventure doesn't include Giants in the Mountains, the ranger still gets some abilities that represent their training fighting Mountain Giants.

If your complaint is that the ranger shouldn't use a bow, cast spells, dual wield, or have a pet, this fix does not address those.

Class Feature Changes

We are changing two main features. Favored Enemy and Natural Explorer. These are being brought to the forefront of the Ranger, much like a Barbarian's rage or a Monk's flurry of blows.

Favored Enemy

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, humanoid, monstrosities, oozes, plants, or undead.

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. Additionally, you gain +2 Damage on damage rolls against your favored enemies. When you gain this feature, you also learn one language of your choice, and gain access to the Enemy Tactics ability associated with that creature type. You choose an additional favored enemy and language, at 3rd, 8th, 13th, and 18th level. At 20th level All creatures become your favored enemy. You can choose to apply the benefits to any creature, and use all enemy tactics. Lastly, you gain the ability to speak any language after observing someone speak it for 5 minutes. You cannot speak languages that do not exist, for example a zombie's groan. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Enemy Tactics

1. Aberrations: You gain proficiency in Wisdom and Charisma saving throws.
2. Beasts: You can speak with beasts as though you shared a language. You always have advantage on Charisma (Persuasion) checks made with beasts.
3. Celestials: You are immune to scrying and to any effect that would sense your emotions, read your thoughts, or detect your location.
4. Constructs: You can choose one immunity or resistance to ignore when rolling for damage against a creature.
5. Dragons: When you are subjected to a breath weapon that allows you to make a saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.
6. Elementals: You gain resistance to Acid, Cold, Electric, and Fire damage.
7. Fey: You have advantage on Wisdom (Perception) checks, and can always make a check against an invisible creature. Even if it is motionless and silent. Additionally, you have advantage on saving throws vs illusions.
8. Fiends: Bypass Magical Resistance: creatures with Magic Resistance feature can not use it against your spells..
9. Giants: You gain advantage on attack rolls against creatures two or more size categories bigger than you.
10. Humanoid: You gain advantage on Charisma (Deception), Charisma (Persuasion) and Charisma (Intimidation) checks. You also gain an additional 3 languages.
11. Monstrosities: +1 AC and +1 to all saving throws. (monstrosities are a random grab bag. Its power is lame because they have no theme)
12. Oozes: You gain advantage on checks made to resist grabs, or resist effects that Engulf or Swallow you. (These keywords should be tightened up in 5e, and less special snowflake abilities, but for now DM arbitrated, and I think intent is clear)
13. Plants: As a bonus action, your attacks this round deal an extra 1d6 fire damage.
14. Undead: You have advantage on saving throws vs fear effects, and resistance to necrotic damage.

Natural Explorer

You are a master of navigating the natural world, and you react with swift and decisive action when attacked. This grants you the following benefits:

- You ignore Difficult Terrain
- You have advantage on Initiative rolls
- On your first turn attacking in combat, you have Advantage on creatures who have not yet acted.

In addition, you are skilled at navigating the wilderness. You gain the following benefits when traveling for an hour or more:

- Difficult Terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.

- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking) you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.
- You can add the indicated spells to your ranger spell list, at the indicated levels.

Lastly, you gain certain benefits in your Favored Terrain. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, underdark, underwater, or Urban. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. You gain an additional Favored Terrain at level 4, 9, 13, 18, and 20. At level 10 Extra Planar Terrains are added to the list of options to include: Flaming, Cold, Weightless, and Shifting.

Favored Terrains

1. Arctic: You have advantage on Dexterity (Acrobatics) checks, and are immune to the effects of extreme cold.
 - a. Added Spell: Sleet Storm (Level 2)
2. Coastal: You gain a swim speed of 20ft.
 - a. Added Spell: Waterwalk (Level 2),
3. Desert: You have advantage on Constitution checks (not saves) and are immune to the effects of extreme heat.
 - a. Added Spell: Heat Metal (Level 1), Gust of Wind (Level 1)
4. Forest: You can ignore any form of cover less than complete.
 - a. Added Spell: Create Food and Water (Level 2)
5. Grassland: You gain a +10 bonus to your move speed.
 - a. Added Spell: Daylight (Level 2)
6. Mountain: Your strength is considered 4 points higher for carrying capacity.
 - a. Added Spell: Meld into Stone (Level 2)
7. Swamp: You gain advantage on saving throws vs poison.
 - a. Added Spell: Moonbeam (Level 2)
8. Underdark: You gain Blindsight 30ft.
 - a. Added Spell: Clairvoyance (Level 2)
9. Underwater: You gain the ability to breath underwater or on land equally.
 - a. Added Spell: Water Breathing (Level 2)
10. Urban: You gain immunity to disease.
 - a. Added Spell: Dispel Magic (Level 2)
11. Cold: You gain immunity to cold damage.
 - a. Added Spell: Ice Storm (Level 3), Regenerate (Level 5)
12. Flaming: You gain immunity to fire damage.
 - a. Added Spell: Wall of Fire (Level 3), Fire Storm (Level 5)

13. Shifting: You can teleport 30ft as an action. This is a magical effect, and requires line of sight. In addition, you always get a saving throw to avoid a teleportation effect. If effect normally allows one, you gain advantage.
 - a. Added Spell Confusion (Level 3), Mirage Arcane (Level 5)
14. Weightless: you gain a fly speed of 20ft.
 - a. Added Spell: Control Weather (Level 3), Reverse Gravity (Level 5)