

VIGILANTE RANGER

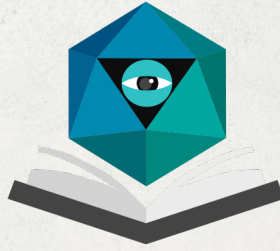


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VIGILANTE RANGER ARCHETYPE

Most of the rangers spend their life in the deep wilderness, far from the so-called "civilized" races, feeling most comfortable and needed in the heart of nature. The vigilante ranger knows that from small towns to crowded metropolises, people can be as dangerous and instinctive as any wild animal.

While other rangers fight packs of feral monsters and hunt dragons to their caves, a Vigilante tracks down gangs, religious cults and follows corrupt nobles to their magically protected lairs.

VARIANT: NATURAL EXPLORER

At 1st level, whenever a ranger feature allows you to choose a type of favored terrain, in addition to the options in the Player's Handbook (arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark), you can choose the following option:

Urban: You may consider an urban environment, ranging from a small village to a vast city, as your favored terrain. Instead of finding double the amount of food when foraging, you can find the taverns and feathalls where criminals abide in any area, as long as you speak the language. You can also find work, sufficient to maintain a comfortable lifestyle.

VIGILANTE MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Vigilante Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Vigilante Spells

Ranger level	Spells
3rd	disguise self
5th	hold person
9th	sending
13th	greater invisibility
17th	mislead

BACK ALLEY FIGHTING

Starting at 3rd level, your experience in fights propels you in battle. You gain a bonus to your initiative rolls equal to your Wisdom modifier.

In addition, if you are within 5 feet of a creature and no other creatures are within 5 feet of you, the first time you hit, the target takes an extra 1d8 damage of the weapon's damage type. When you reach 11th level in this class, the extra damage increases to 2d8.

REMARKABLE CLIMBER

At 3rd level, your walking speed increases by 10 feet and you gain a climbing speed equal to your walking speed.

ENHANCED REFLEXES

At 7th level, you have mastered the technique to always land on your feet. You take half damage from falling. In addition, your jumping distance is doubled.

RETALIATING STRIKE

At 11th level, immediately after a creature hits you with an attack, you can expend your reaction and make a single weapon attack against that creature with advantage.

MASTER OF AMBUSH

When you reach 15th level, you have become a master setting up ambushes. When combat starts, as long as you aren't surprised, you can take the Attack or Hide action before anyone else rolls initiative. No creature can take reactions in response to this special action.

Once you have used this feature you have to finish a long rest before you can use it again.



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