

REVISED SPELL-LESS RANGER

A REVISION OF THE RANGER CLASS WITHOUT BASE SPELLCASTING, WITH THREE ARCHETYPES

Introduction: A few players expressed that they rarely thought about their spellcasting as a ranger so, taking inspiration from a few different sources, here is a revised ranger class with three archetypes: one drawing on the current Hunter tuned around using a feature based on the Hunter's Mark spell, a revised Beastmaster with an altered companion system, and one that re-introduces spellcasting and features that rely on utilizing spell slots.

BY NATHANIEL COLE



DUNGEONS & DRAGONS, D&D, WIZARDS OF THE COAST, FORGOTTEN REALMS, THE DRAGON AMPERSAND, *PLAYER'S HANDBOOK*, *MONSTER MANUAL*, *DUNGEON MASTER'S GUIDE*, D&D ADVENTURERS LEAGUE, ALL OTHER WIZARDS OF THE COAST PRODUCT NAMES, AND THEIR RESPECTIVE LOGOS ARE TRADEMARKS OF WIZARDS OF THE COAST IN THE USA AND OTHER COUNTRIES. ALL CHARACTERS AND THEIR DISTINCTIVE LIKENESSES ARE PROPERTY OF WIZARDS OF THE COAST. THIS MATERIAL IS PROTECTED UNDER THE COPYRIGHT LAWS OF THE UNITED STATES OF AMERICA. ANY REPRODUCTION OR UNAUTHORIZED USE OF THE MATERIAL OR ARTWORK CONTAINED HEREIN IS PROHIBITED WITHOUT THE EXPRESS WRITTEN PERMISSION OF WIZARDS OF THE COAST.

©2016 WIZARDS OF THE COAST LLC, PO BOX 707, RENTON, WA 98057-0707, USA. MANUFACTURED BY HASBRO SA, RUE EMILE-BOÉCHAT 31, 2800 DELÉMONT, CH. REPRESENTED BY HASBRO EUROPE, 4 THE SQUARE, STOCKLEY PARK, UXBRIDGE, MIDDLESEX, UB11 1ET, UK.

THE RANGER

Level	Proficiency Bonus	Features	Hunter's Mark Damage	Poultice Healing
1st	+2	Favored Enemy, Natural Explorer	—	—
2nd	+2	Fighting Style, Poultices	—	1d8
3rd	+2	Ranger Archetype, Primeval Awareness	1d4	1d8
4th	+2	Ability Score Improvement	1d4	1d8
5th	+3	Extra Attack	1d6	2d8
6th	+3	Favored Enemy and Natural Explorer improvements	1d6	2d8
7th	+3	Ranger Archetype feature	1d6	2d8
8th	+3	Ability Score Improvement, Land's Stride	1d6	2d8
9th	+4	Natural Antivenom, Primeval Awareness Improvement	1d6	3d8
10th	+4	Natural Explorer improvement, Greater Favored Enemy	1d6	3d8
11th	+4	Ranger Archetype feature	1d8	3d8
12th	+4	Ability Score Improvement	1d8	3d8
13th	+5	Vanish	1d8	4d8
14th	+5	Favored Enemy improvement	1d8	4d8
15th	+5	Ranger Archetype feature	1d8	4d8
16th	+5	Ability Score Improvement	1d8	4d8
17th	+6	Survival Expertise	1d10	5d8
18th	+6	Feral Senses	1d10	5d8
19th	+6	Ability Score Improvement	1d10	5d8
20th	+6	Foe Slayer	1d10	5d8

RANGER

CLASS FEATURES

As a Ranger, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per Ranger level

Hit Points at 1st level: 10 + your Constitution modifier

Hit Points at Higher levels: 1d10 (or 6) + your Constitution modifier per Ranger level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: Herbalism Kit

Saving Throws: Strength, Dexterity

Skills: Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, and Stealth.

EQUIPMENT

- (a) scale mail or (b) leather armor
- (a) two simple melee weapons, (b) two shortswords, or (c) a martial melee weapon
- (a) A dungeoneer's pack or (b) an explorer's pack
- (a) A longbow and a quiver of 20 arrows or (b) a shortbow and a quiver of 20 arrows

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, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies.

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

Your weapon attacks score a critical hit on a roll of 19 or 20 against your favored enemies.

When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

NATURAL EXPLORER

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. You gain proficiency in the Survival Skill.

Choose one type of favored terrain: arctic, cavern, coast, desert, forest, grassland, mountain, swamp, underdark, 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.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

- 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 choose additional favored terrain types at 6th and 10th level.

FIGHTING STYLE

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

HAND-AND-A-HALF

While wielding a weapon with the versatile property in two hands, you gain a +1 bonus to attack rolls and a +1 bonus to damage rolls you make with that weapon.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

POULTICES

At 2nd level, you can create special herbal poultices that have healing power comparable to some potions. You can spend 1 hour gathering herbs or preparing herbal poultices using treated bandages to create a number of such poultices equal to your Wisdom modifier (minimum 1). This can be attempted during a Long Rest.

You can carry a number of poultices at one time equal to your Wisdom modifier (minimum 1). The poultices you create cannot be applied by anyone but you. After 24 hours, any poultices that you have not used lose their potency.

If you spend 1 minute applying one of your poultices to a wounded humanoid or beast creature, thereby expending its use, that creature regains 1d8 hit points for every four ranger levels you have (rounded up), as shown on the Poultice Healing column of the Ranger Table, plus additional hit points equal to the target's maximum number of hit dice.

RANGER ARCHETYPE

At 3rd level, you choose an archetype that you strive to emulate: Striding Hunter, Mystic Warden, or Beast Master, detailed at the end of the class description. Your choice grants you features at 3rd level, and again at 7th, 11th, and 15th levels.

PRIMEVAL AWARENESS

Beginning at 3rd level, you can use your action to focus your awareness on the region around you. For 10 minutes, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature reveals the direction to the creatures and their approximate number, but not the exact type of enemy. If a creature is your favored enemy, you also sense how far away they are. Once you use this ability, you cannot use it again until you complete a short rest.

When you reach 9th level, you can use this ability twice before needing to complete a short rest.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

LAND'S STRIDE

Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

NATURAL ANTIVENOM

Starting at 9th level, you have advantage on saving throws against poison and have resistance to poison damage. Additionally, you can use one of your poultices to cure one poison effect on the creature you are applying it to, in addition to restoring hit points.

GREATER FAVORED ENEMY

Starting at 10th level, you deal 2 bonus damage whenever you hit a favored enemy with a weapon attack.

VANISH

Starting at 13th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

SURVIVAL EXPERTISE

When you reach 17th level, you have become so adept at navigating the wilderness that you are almost supernaturally aware of the surrounding land. Your proficiency bonus is doubled for any ability check you make using the Survival Skill, and you may add your proficiency bonus to Initiative rolls while in your favored terrain.

FERAL SENSES

At 18th level, you gain preternatural senses that help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it.

You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

FOE SLAYER

At 20th level, you become an unparalleled hunter of your enemies. You can add your Wisdom modifier to either the attack or damage roll of weapon attacks you make against your favored enemies. You can decide after you make the attack roll, but must do so before learning the outcome of the die roll.

RANGER ARCHETYPES

The ideal of the ranger has three expressions: the Striding Hunter, the Mystic Warden, and the Beast Master

STRIDING HUNTER

The path of the Striding Hunter Archetype is one of physical training and the study of those who would threaten the wilderness and civilization alike. Utilizing specialized techniques and an ability to mark their foes, the Striding Hunters keep both man and nature safe from harm.

HUNTER'S MARK

When you choose this archetype at 3rd level, you gain the ability to single out specific creatures and focus your strikes upon them. As a bonus action, you can mark a creature within 90 feet of you that you can see for up to 1 hour or until you use this feature again.

While marked, you deal 1d4 extra damage to the marked target whenever you hit it with a weapon attack. Additionally, you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. This extra damage increases as your Ranger level increases as shown in the Hunter's Mark column of the Ranger Table.

You can use this feature a number of times equal to 1 + your Wisdom modifier (minimum of 1). When you finish a long rest, you regain all expended uses.

HUNTER'S PREY

At 3rd level, you gain one of the following features of your choice.

Colossus Slayer. Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

Giant Killer. When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

Horde Breaker. Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

GREATER HUNTER'S MARK

Beginning when you reach 7th level, you now gain the benefits granted by your Favored Enemy and Greater Favored Enemy features against the target of your Hunter's Mark (this does not stack when marking your favored enemies).

DEFENSIVE TACTICS

At 7th level, you gain one of the following features of your choice.

Escape the Horde. Opportunity attacks against you are made with disadvantage.

Multiattack Defense. When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Steel Will. You have advantage on saving throws against being frightened.

MULTIATTACK

At 11th level, you gain one of the following features of your choice.

Volley. You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

Whirlwind Attack. You can use your action to make a melee attack against any number of creatures within reach of your weapon, with a separate attack roll for each target.

SUPERIOR HUNTER'S DEFENSE

At 15th level, you gain one of the following features of your choice.

Evasion. When you are subjected to an effect, such as a red dragon's fiery breath or a *lightning bolt* spell, that allows you to make a Dexterity 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.

Stand Against the Tide. When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

MYSTIC WARDEN

The Mystic Warden archetype tends to the groves and quiet spaces in the wilderness with their natural-given magical abilities. They share a kinship with druids, and hone themselves to act as one with nature. Using their magical powers to both cast spells as well as imbue their attacks with the force of nature, these warriors are a force to be reckoned with.

SPELLCASTING

When you choose this archetype at 3rd level, you learn to use the magical essence of nature to cast spells, much as a druid does.

Spell Slots. The Ranger table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *animal friendship* and have a 1st-level and a 2nd-level spell slot available, you can cast *animal friendship* using either slot.

Spells Known of 1st Level and Higher. You know two 1st-level spells of your choice from the ranger spell list. [You may not choose the Hunter's Mark Spell.](#)

The Spells Known column of the Ranger Spellcasting table shows when you learn more Ranger spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the ranger spells you know

and replace it with another spell from the ranger spell list, which also must be of a level for which you have spell slots. Again, you may not choose the *Hunter's Mark* spell.

Spellcasting Ability. Wisdom is your spellcasting ability for your ranger spells, since your magic draws on your attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a ranger spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

MYSTIC WARDEN SPELLCASTING

– Spell Slots per Spell Level –

Ranger Level	Spells Known	1 st	2 nd	3 rd	4 th	5 th
3rd	2	2	–	–	–	–
4th	3	3	–	–	–	–
5th	4	4	2	–	–	–
6th	5	4	2	–	–	–
7th	5	4	3	–	–	–
8th	6	4	3	–	–	–
9th	7	4	3	2	–	–
10th	7	4	3	2	–	–
11th	8	4	3	3	–	–
12th	8	4	3	3	–	–
13th	9	4	3	3	1	–
14th	9	4	3	3	1	–
15th	10	4	3	3	2	–
16th	10	4	3	3	2	–
17th	11	4	3	3	3	1
18th	11	4	3	3	3	1
19th	12	4	3	3	3	2
20th	12	4	3	3	3	2

IMBUED WEAPONS

Your connection with the Weave of the natural world allows you to shape its forces to your advantage in battle. Once on your turn when you hit a creature with a weapon attack, you may

expend a spell slot of up to 3rd level to evoke mystical effects.

The effect Save DC is equal to 10 + your Proficiency bonus + the level of the spell slot expended.

Choose one of the following features of your choice:

Entangling Vines. You call magical vines to ensnare your foes. The attack deals bonus piercing damage equal to 1d6 + the level of the spell slot consumed and the creature makes a Strength saving throw. On a failed saving throw, the creature is restrained for 1 minute. At the beginning of each of its turns, the creature takes piercing damage equal to 1d6 + the level of spell slot from thorns sprouting from the vines. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Weight of the Mountain. Your weapon strikes with the undeniable strength of the mountain. The attack deals extra bludgeoning damage equal to 1d8 per level of the spell slot consumed and the creature makes a Constitution saving throw. On a failed saving throw, its speed is halved, it is knocked prone, and it may not take reactions until the beginning of your next turn.

Marsh Viper. Your weapon takes on the aspect of the snake. The creature takes Poison damage equal to 1d6 per level of the spell slot consumed and must make a Constitution saving throw, becoming poisoned for 1 hour on a failed saving throw. While it is poisoned in this way, you can track the creature without needing to make an ability check.

WOODED WARDEN

You have learned the necessity of defense when hunting quarry and protecting the wilds. When you reach 7th level, you learn the *barkskin* spell if you do not already know it and it does not count towards your Ranger spells known. You may cast this spell without using a spell slot. Once you cast it in this way, you must wait until you finish a long rest before you cast it again in this way.

Whenever you cast *barkskin* on yourself, you also gain temporary hit points equal to your

Ranger level, and throughout its duration, you automatically succeed on Constitution saving throws to maintain concentration on spells.

NATURAL SURGE

Starting at 11th level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 1 + your Wisdom modifier. None of these slots can be 6th level or higher. You can't use this feature again until you finish a long rest.

For example, when you have a Wisdom score of 16 (+3), you can recover up to four levels worth of spell slots.

Additionally, you may make a second choice from your Imbued Weapons feature.

BATTLE MAGIC

At 15th level, you have mastered the art of weaving spellcasting and weapon use into a single harmonious act. When you use your action to cast a ranger spell, you can make one weapon attack as a bonus action.

BEAST MASTER

The Beast Master archetype embodies a friendship between the civilized races and the beasts of the world. United in focus, beast and ranger work as one to fight the monstrous foes that threaten civilization and the wilderness alike. Emulating the Beast Master archetype means committing yourself to this ideal, working in partnership with an animal as its companion and friend.

RANGER'S COMPANION

At 3rd level, you gain a beast companion that accompanies you on your adventures and is trained to fight alongside you. Choose one of the beast companions detailed below.

The beast obeys your commands as best as it can. It takes its turn on your initiative and you can verbally command the beast where to move, and to take the Attack, Dash, Disengage, Dodge, or Hide action (no action required by you). It otherwise takes no bonus actions or reactions.

Your companion's attacks benefit from your Favored Enemy and Greater Favored Enemy features. While traveling through your favored terrain with only the beast, you can move stealthily at a normal pace. If the beast dies, you can spend 8 hours in treatment to revive it, bringing it back to life with 1 hit point.

Whenever you gain an Ability Score Increase or a Feat from your Ranger class, you may increase one of your companion's Strength, Dexterity, Constitution, or Wisdom scores by 1 point. These scores may not be raised above 18.

Your companion has one saving throw proficiency, one skill proficiency, Ability scores, and speeds as shown on the Ranger's Companion table and its proficiency bonus is equal to yours.

Its attack bonus is calculated as normal using the ability score listed in the Attack column of the Ranger's Companion table, dealing damage equal to 1d4 + ability modifier of the type listed.

Ranger's Companion

Type	STR	DEX	CON	INT	WIS	CHA	Proficient			
							Save	Skills	Attack	Speed
Canine	14 (+2)	10 (+0)	12 (+1)	6 (-2)	12 (+1)	8 (-1)	Wisdom	Perception	Bite(STR) Piercing	40 feet
Feline	12 (+1)	14 (+2)	10 (+0)	6 (-2)	12 (+1)	8 (-1)	Dexterity	Stealth	Claw(DEX) Slashing	30 feet, Climb: 20 feet
Avian	10 (+0)	14 (+2)	8 (-1)	6 (-2)	14 (+2)	8 (-1)	Dexterity	Perception	Talon(DEX) Slashing	10 feet, Fly: 40 feet
Ursine	14 (+2)	8 (-1)	14 (+2)	6 (-2)	10 (+0)	8 (-1)	Constitution	Athletics	Claw(STR) Slashing	30 feet, Swim: 20 feet
Reptilian	14 (+2)	12 (+1)	12 (+1)	6 (-2)	10 (+0)	8 (-1)	Constitution	Stealth	Bite(STR) Piercing	30 feet, Swim: 20 feet

Your companion adds its Proficiency bonus to its AC if it is not wearing barding. Its statistics are otherwise calculated as follows:

- **Size:** You can choose for it to be either Medium or Small.
- **Hit Dice:** 1d6 per Ranger level.
- **Hit points at first level:** 6 points plus the beast's Constitution bonus.
- **Hit points at later levels:** 4 + the beast's Constitution bonus, per level.

Finally, the beast starts with a special feature, determined by its type:

Keen Hearing and Smell (Canine). Your companion has advantage on Wisdom (Perception) checks that rely on hearing and smell.

Slink (Feline). You can use a bonus action on your turn to command your companion to make a Dexterity (Stealth) check to hide.

Flyby (Avian). Your companion does not provoke opportunity attacks when it flies out of an enemy's reach.

Stampede (Ursine). Once on your turn if your companion reduces an enemy to 0 hit points it can move up to half its speed and make one melee weapon attack.

Camouflage (Reptilian). Your companion has advantage on Dexterity (Stealth) checks made to hide.

DEFENSIVE COMMAND

By the time you reach 7th level, you have taught your beast companion defensive maneuvers in order to protect it in battle. You may now command your companion to use the Help action using its action. Your companion's attack damage increases from 1d6 + the ability modifier. Additionally, your companion gains one of the following features, determined by its type.

Will of the Pack (Canine). Both you and your beast companion have advantage on saving throws against being frightened and charmed.

Cat-Like Reflexes (Feline). When you are within 60 feet of your beast companion and it is hit by an attacker that you can see, you can use your reaction to call out a warning, halving the damage taken by the beast.

Flighty (Avian). When you are within 60 feet of your beast companion and it is attacked by a creature that you can see, you can use your reaction to force the attacker to make the attack with disadvantage.

Retaliation (Ursine). When you are within 60 feet of your beast companion and it is hit by a melee attack made by a creature that you can see within 5 feet of it, you can use your reaction to allow the beast to make one attack against the creature.

Hard Scales (Reptilian). Your beast companion's AC increases by 1.

BESTIAL TACTICS

You and your companion have learned to fight as a cohesive unit, developing tactics that benefit your teamwork and your beast's natural physiology. Beginning when you reach 11th level, your companion now makes two attacks whenever it takes the Attack action on your turn. Additionally, the beast learns one of the following features, relating to its species.

Pack Tactics (Canine). When you hit a hostile creature with an attack, your companion gets advantage on its next attack roll against that creature. This feature can only be used once during each round.

Slinking Shadow (Feline). Once per round, your companion can deal an extra 2d6 damage to a creature it hits with an attack if it has advantage on the attack roll. Your companion doesn't need advantage on the attack roll if you are within 5 feet of the creature, you aren't incapacitated, and your companion doesn't have disadvantage on the attack roll.

Go for the eyes! (Avian). When your companion hits a hostile creature with an attack, you get advantage on your next attack roll against that creature. This feature can only be used once during each round.

Maul (Ursine). Once on your turn when your companion hits a Large or smaller creature with an attack, that creature must make a Strength saving throw (DC 8 + the beast's STR bonus + Proficiency bonus) or fall prone.

Venomous Bite (Reptilian). When your companion hits a creature with an attack, that creature must make a Constitution saving throw (DC8 + the beast's STR bonus + Proficiency bonus) or become poisoned until the start of your next turn. While poisoned this way, your weapon attacks deal 1d4 extra Poison damage on a hit.

WILL OF THE HUNT

Your beast and you have become an almost supernatural force on the battlefield, felling even the greatest opponents with relative ease. When you reach 15th level, your companion's damage die increases to 1d8 + the ability modifier, and its attacks count as magical for the purposes of overcoming damage resistance and immunity. Additionally, increase one of the beast's Strength, Dexterity, Constitution, or Wisdom scores by two points. This score alone may be raised to 20 (either now or at a later time when you increase it again).