

# RANGER ARCHETYPE

Rangers have many expressions, from the iconic Hunter and Beast Master to the lesser known.

## ARCANE ARCHER

Some rangers aren't satisfied with simply using spells to hinder their foes. Some want to use their magic to utterly destroy their enemies. Those who believe this increase their knowledge of magic, expanding their skills with infused weapons. These rangers are known as Arcane Archers.



## INFUSED ATTACK

You can channel your magic through your weapon, dealing elemental damage to your foes. At 3<sup>rd</sup> level, you can use a bonus action to infuse your next attack with elemental force. You can choose between several effects.

**Fire.** Your next attack deals an additional 1d6 fire damage, and will deal an extra 1d4 fire damage on every turn until the target uses a bonus action to put the fire out.

**Lightning.** Your next attack deals an extra 1d6 lightning damage, and the target can't take reactions until the start of its next turn.

**Acid.** Your next attack deals an additional 1d8 acid damage.

**Frost.** Your next attack deals an additional 1d6 cold damage, and the 5 foot radius around the target becomes difficult terrain until the start of your next turn.

Once you use this feature a number of times equal to your Wisdom modifier, you must finish a short rest before you can use it again.

## ARCANE ADEPT

The magic you use leave a powerful effect on your mind. At 7<sup>th</sup> level, you gain proficiency in Wisdom saving throws. In addition, you gain resistance to psychic damage.

## ARCANE BOOST

Using your stores of magical power, you boost your abilities for a short amount of time. At 11<sup>th</sup> level, you can use a bonus action to activate one of the following effects. The effect lasts for 1 minute.

**Spell Shield.** You have a +2 bonus to your Armor Class.

**Arcane Vision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. Dim light doesn't impose disadvantage on your Wisdom (Perception) checks, and you have advantage on Dexterity saving throws.

**Spell Sniper.** You have advantage on attack rolls, and your attacks deal an additional 1d8 force damage.

Once you use this feature, you must finish a long rest before you can use it again.

## SPELL WARD

Your experience with magic has given you an edge when fighting against casters. At 15<sup>th</sup> level, when you are the target of a spell or within a spell's range effect and fail your saving throw, you can use your reaction to reroll your saving throw. You must use the result of the new roll regardless of it is higher or lower than your original roll.

Once you use this feature, you must finish a long rest before you can use it again.