



RANGER ARCHETYPE

At 3rd level, a ranger gains the Ranger Archetype feature. The following Survivalist option is available to a ranger, in addition to those normally offered.

SURVIVALIST

The survivalist a lone wolf, an outcast, a one-person-army. They excel as outsiders and are masters at vanishing into the wilderness for extended periods of time. Survivalist rangers are often found placed behind enemy lines, where their ability to blend in with their surroundings makes them dangerous foes.

SURVIVALIST MAGIC

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

SURVIVALIST SPELLS

Ranger Level	Spell
3rd	<i>purify food and drink</i>
5th	<i>pass without trace</i>
9th	<i>Leomund's tiny hut</i>
13th	<i>freedom of movement</i>
17th	<i>commune with nature</i>

WISDOM OF THE WILD

Starting when you take this archetype at 3rd level, choose one skill in which you have proficiency. When you make an ability check using that skill, you can add a bonus to the check equal to your Wisdom modifier even if the check already benefits from your Wisdom modifier.

THE HIDDEN

At 3rd level, you are an expert at attacking targets that can't see you. Once per round, when you hit a creature that can't see you with a weapon attack, the creature takes an additional 1d8 damage of the weapon's type. You can use this feature a number of times equal to your Wisdom modifier (minimum of once) and regain all expended uses after you finish a long rest.

IRON MIND

At 7th level, you gain proficiency in Wisdom saving throws. If you already have proficiency in Wisdom saving throws, you can choose to gain proficiency in Intelligence or Charisma saving throws instead.

AMBUSHER'S REFLEXES

Starting at 11th level, at the start of your first turn of each combat on initiative count 20 (losing any initiative ties), you can make a single weapon attack against a target that you can see. This extra attack is in addition to any actions you take during your normal initiative count.

IMPROVED VANISH

At 15th level, when you use your action or bonus action to take the Hide action, you gain a bonus to your AC equal to your Wisdom modifier (minimum of +1) until the start of your next turn.