

Archive of Forgotten Lore:

Ranger

This is Supplemental Material

Ranger Archetype

At 3rd level, you choose an archetype that you strive to emulate. This is an option written by Odvaskar for that feature: The Knight Errant.

Knight Errant

A typical Knight Errant is a wanderer at home anywhere in the world: forests, cities, trade routes, the seas, anywhere where there is evil a knight errant will pursue it. They dedicated themselves to the elimination of evil, the protection of the innocent, and the safeguarding of nature. Many swear a vow to a deity of nature or life and are granted the ability to channel magical energy from vibrancy of life itself. To a knight errant all life is precious, and they will do anything to protect it.

Knight Errant Magic

3rd-level Knight Errant feature

You also learn an additional spell when you reach certain levels in this class, as shown in the Knight Errant Spells table. Each spell counts as a ranger spell for you, but it doesn't count against the number of spells you know.

Knight Errant Spells

Ranger Level	Spell
3rd	<i>Sanctuary</i>
5th	<i>Branding Smite</i>
9th	<i>Beacon of Hope</i>
13th	<i>Guardian of Faith</i>
17th	<i>Mass Cure Wounds</i>

Protector's Vow

3rd-level Knight Errant feature

At 3rd level, you have sworn a vow to protect those that can't protect themselves. You gain proficiency with heavy armor and as a reaction you can reduce the damage an allied creature within 5 feet of you takes by a number equal to your ranger level. You must be wearing a shield or have a melee weapon in one of your hands to take this reaction.

Strikes of Devotion

3rd-level Knight Errant feature

You can channel positive energy from life around you to augment your weapon with radiance. When you hit a creature with a weapon, you deal an extra 1d4 radiant damage to the target. You can only deal this damage once per turn.

The extra damage increases to 1d6 when you reach level 11 in this class.

Turn the Wicked

7th-level Knight Errant feature

At 6th level, your words become painful for creatures that would seek to bring harm to the innocent. As an action you, you raise your druidic focus, and each elemental, fey, fiend, or undead within 30 feet of you that can hear you must make a Wisdom saving throw. On a failed save the creature is turned for 1 minute or until it takes damage.

A turned creature must spend its turn to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the dodge action.

Once you use this feature you can't use it again till you finish a short or long rest.

Aura of Vibrancy

11th-level Knight Errant feature

At 11th level, you become a beacon for the vibrancy of life. The ground around 10 feet of you becomes difficult terrain for your foes as plant life grows around you. Additionally, any creature that regains hit points from a spell within 10 feet of you, regains additional hits points equal to your proficiency bonus.

Guardian of Life

15th-level Knight Errant feature

When you reach 15th level, your good will and stalwart defiance of evil gives you a better connection to all living things. When you or any allied creature that starts its turn within your Aura of Vibrancy with less than half of its maximum hit points, it regains hit points equal to your Wisdom modifier. In addition, as an action, you send out a wave of healing magic to injured creatures. Each creature of your choice that can hear or see you within 30 feet of you regains hit points equal to your Wisdom modifier + your ranger level. Once you use this feature, you can't use it again until you finish a short or long rest.