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## Revised ranger monster slayer

Source: Xanathar's Guide to Everything Monster Magic Slayer starting at Level 3, you learn another spell when you reach certain levels in this class, as shown in the Monster Slayer Spells table. The spell counts as a Ranger spell for you, but it doesn't count against the number of Ranger spells you know. Hunter's sense in the third tier, you get the ability to glimpse the creature and miraculously notice how best to hurt it. As an action, select one creature that you can see within 20 meters of you. You immediately learn whether the creature has any damage to vaccines, resistance, or vulnerabilities and what they are. If the creature is hidden from the charm of the sedation, you feel it has no damage to vaccines, resistance or vulnerabilities. You can use this feature multiple times equal to your wisdom user (minimum once). You get back all the inflated uses of it when you finish a long rest. As a bonus action, you designate one creature you can see within 20 meters of you as the target of this feature. The first time you hit a target with a weapons attack, it takes an extra 1d6 damage from the weapon. This benefit lasts until you finish a short or long rest. It ends early if you designate another creature. At level 7 natural protection, you get extra resilience against your prey's attacks on your brain and body. Every time the target of your slayer's prey forces you to make a saving shot and every time you do an ability test to escape the tackle of the target, add 1d6 to your wheel. The magic user's nemesis at the 11th level, you get the ability to thwart someone else's magic. When you see a creature casting a spell or launching within 20 yards of you, you can use your reaction to magically try to thwart it. The creature must succeed in throwing saving wisdom against your spell to save DC, or its spell or teleport has failed and is wasted. Once you use this feature, you can't use it again until you've finished a short or long rest. If the goal of your slayer's prey forces you to make a saving shot, you can use your response to carry out a single weapons attack against the quarry. You make this attack right before making the save shot. If the attack hits, your retention succeeds automatically, in addition to the usual effects of the attack. Hello members of role players, following yesterday's thread, I managed to meet my DM and actually roll out the stats for the character (we're a bit of an Oldschool party and he wants to roll out statistics for characters at all times). A bit of background: The adventure takes place in Ravenloft, following the first edition template (our characters originated from another plane of existence and were recently dragged into And try to get away from them. The main setting is Richmliot. The rest of the group consists of a fighter (probably a commander) and a rogue. I went to the gathering thinking about creating a US instead of a Ranger - my idea was quite crazy hanging and I historically roll out very weak characters. In any case, the rolling system of DM is that of rolling 4d6 6 times, with one floating regulation (1 cubes), and then assigning them when you see fit. If the character is particularly lacking you can re-roll it, but only up to 2 times. On his third attempt the Crooks rolls 17, 15, 14, 11, 10, 8 and quite happily takes it. When my turn comes, I start rolling well, I get 16 16 16 16 16 16 15 5. We were pretty surprised, and 5 bothers me a lot, but that's exactly the kind of dream setting for a MAD character I had in mind, so I decided to stay with Ranger. So, without further ado, here's the test of how I want to do: - Background: My concept for the character was that his being an elf/half elf comes from a plane with strong associations with positive energy (we play in an old big wheel setting). It belongs to an order of monster hunters that protects a strong, toucan Albanian kingdom. The order aggressively uses alchemy and magic to improve the appearances of its members, injecting them with extracted materials from the same monsters they hunt. My character was uprooted into mist while hunting a particularly powerful type of positive energy vampire - basically a giant animal that kills its prey by overloading them with energy. When he found himself in a fog, the character had to deal with two immediate emergencies, except for the obvious: first, being half-human he was hunted and banned, and perhaps worse (Falconia ruled that all humane fees were free for all and born in a natural state of slavery). Second, without access to drugs used to improve his performance he quickly fell into a state of hectic withdrawal. He fled to Richmliot, where he set up an abandoned clock tower in one of the kingdom's mostly desolate and mostly empty cities, and soon began to explore the creatures of the land and hunt them down. Basically I imagine it inhabits a place like this: with the place being completely flooded with paintings and studies of creature anathomies and operated-on bodies. Things like this: He eventually managed to start concocting a version of the drugs he used on his natural plane, but of course Ravenloft's creatures are mostly not dead or penetrating negative energy, so drugs have negative effects on him. Visions, bursts of rage, mild mutations, etc. The hook for him with the group is that during his hunters he encounters other people who love him should escape the bloody plane of horror, and in his frantic decisions he decides to abandon his plane. Living to try to join forces (and especially study their cases to try and understand the mechanics of planetary displacement and how to return to it). - All this put aside, stat lineup (before racial match) will: Str 16 Dex 16 Cos 16 Int 15 Wis 16 Cha 5 I really don't like playing low charisma figures, but the only thing that would make sense with the character being so low is wisdom (he's actually going crazy) but I can't afford that as a Ranger. So I will play up his folly and aggression through the low charisma (also justified by dami humane's condition). What I want to do with the character is: - Ranger, Monster Slayer - a structure based on TWF and Dax, or power and polearms I want some general advice, the traps end up playing Ranger, etc. I've read some guides but everyone is trying to push you to play arch user, and while I expect him to be a talented sniper, I want him to be focused on scuffle (I know the people I play with and I can't afford to be reliably protected from the front). Thanks in advance for all the ideas and suggestions! Almost 50 views and no answers. Either I wrote the most boring OP ever, or people really hate Rangers, or I wrote in the wrong forum. I think the problem isn't that a lot of people have a lot of experience with the monster slayer archetype. I certainly don't know. I love the background - especially how you can be a bona fide member of an ancient order of grizzly monster hunters, but still a low-level character (what with ad hoc replacement drugs). Many cool concepts have trouble fitting into the constraints of a low-level character, but here you can very likely level up RP as growing back into (and ultimately beyond) your old power. The core Ranger had pretty strong incentives to go for range, and didn't really admire anyone at anything in the off-run. Will you use the central inspectors' replacement from the UA? It's much better to actually hurt your favorite enemies. I think the problem isn't that a lot of people have a lot of experience with the monster slayer archetype. I certainly don't know. I love the background - especially how you can be a bona fide member of an ancient order of grizzly monster hunters, but still a low-level character (what with ad hoc replacement drugs). Many cool concepts have trouble fitting into the constraints of a low-level character, but here you can very likely level up RP as growing back into (and ultimately beyond) your old power. 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I'm thinking of using it, yes, as long as I can persuade my DM to allow me to get the second Level 5 attack (since it became an archetype feature, I'm afraid in order to make the UA Ranger compatible with standard Ranger archetypes). I also want to use something different than the two iconic weapons of the typical Ranger. I've been thinking about spearing for a while, and for a few moments I remembered where I saw don using a spear that fits an abandoned immortal idea that's becoming crazy: [video=YouTube;\_cOOc-7SmUg] I want something like this now. I have the data to support it. Does polearm control style need anything more than Pam and GWM? Suggestion: Put the 15 into Dax instead of Int, since you're going to wear medium armor, yes? I think a fullram buildup would work well. Instead of GWM, consider the Sentinel. GWM does more damage, sure, but the Sentinel gives you that rarest of battlefield options in 5E: "control". There's someone on my Wednesday team with Sentinel and Pam, and the way he just stops dead enemies in their tracks is crazy". Suggestion: Put the 15 into Dax instead of Int, since you're going to wear medium armor, yes? I think a fullram buildup would work well. Instead of GWM, consider the Sentinel. GWM does more damage, sure, but the Sentinel gives you that rarest of battlefield options in 5E: "control". There's someone on my Wednesday team with Sentinel and Pam, and the way he just stops dead enemies in their tracks is crazy". Suggestion: Put the 15 into Dax instead of Int, since you're going to wear medium armor, yes? I think a fullram buildup would work well. Instead of GWM, consider the Sentinel. GWM does more damage, sure, but the Sentinel gives you that rarest of battlefield options in 5E: "control". There's someone on my Wednesday team with Sentinel and Pam, and the way he just stops dead enemies in their tracks is crazy". Thanks for the answers! My dilemma about dexterity is that I should be an elf. I don't want to go range and I don't want to go to TWF, but I've been working on my BG with DM and I'm not going to pull the rug out from under his feet right now. I need to think about this. Uh, in that case, just go rapier + shield + light armor. In the fourth level, raise your Dex to 20, and by then you'll have studded skin, for a total AC of 19, which is huge for Ranger. You're definitely hurting yourself if you insist on using a straight weapon with a dex start of 18! Uh, in that case, just go rapier + shield + light armor. On the fourth level, raise your Dex to 20, and by then you'll have studded skin, for a total AC of 19, which is huge for Ranger. You're definitely hurting yourself if you insist on using a straight weapon with a dex start of 18! Yes it's probably fantastic advice, but I've reached an agreement with my DM and it will allow me to give up the Ranger fighting style to get my monster hunter fighting style that allows me to use DEX with a spear. Problem solved! Solved!

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