

Silent Sky, Ranger 1st to 4th Level - Cheat Sheet v1.0

Ranger Class & Subclass Features

EXPLORER *1st-Level Ranger Feature*

You gain the following benefits:

- Gain a swimming speed equal to your base movement speed
- You have advantage on checks to track creatures
- Your speed isn't halved when you move through nonmagical or magical difficult terrain (you suffer other penalties as normal)

MYSTIC MARK *1st-Level Ranger Feature*

When you hit a creature with an attack roll, you can mark it as your favored quarry for 1 minute, until you mark a different creature, or until you become incapacitated. While a creature is marked (including for triggering attack), you deal an extra 1d4 damage to it (same type as weapon) each time you hit it with a weapon attack. You can use this feature a number of times equal to your PB and regain uses when you finish a long rest.

MARTIAL ACTION *2nd-Level Ranger Feature*

You can take a bonus action on each of your turns to perform a weapon option or the Aim martial action.

Martial Action: Aim

Requires Wielding a Ranged or Thrown Weapon

As a bonus action, select one target you can see. If you make a ranged weapon attack against that target before the end of your turn, double your PB for the first attack roll.

SPELLCASTING *2nd-Level Ranger Feature*

You can cast Primordial spells. WIS is your spellcasting ability.

- **Spell Save DC:** 8 + your PB + your WIS modifier
- **Spell Attack Modifier:** your PB + your WIS modifier

Casting Spells. You know a small number of spells & can cast any of them by using a spell slot of the spell's circle or higher. You don't need to prepare spells ahead of time. You regain all used spell slots when you finish a long rest.

Spellcasting Focus. You can use a druidic focus as a spellcasting focus for your spells.

CALLING SPELLS *3rd-Level Arrow Binder Feature*

You gain calling spells as soon as you can cast spells of the listed circle. A calling spell is always on your list of known spells & doesn't count against the number of spells you know. Casting a calling spell still expends a spell slot.

If a calling spell isn't on the Primordial spell list, it still counts as a Primordial spell for you. You can't replace calling spells.

1st-Circle: *grease*

BIND SPELL *3rd-Level Arrow Binder Feature*

As an action, you can expend a spell slot to cast a known spell into a ranged weapon you're holding. The spell isn't immediately cast, but is instead bound into that weapon for up to 1 hour. You can have only one weapon bound this way at once. If you bind another, the previous spell fades & the expended slot is lost.

A bound spell must have a casting time of 1 action or 1 bonus action, can't have range of Self, & must target a single creature or an area. When you hit a target with a ranged attack using the bound weapon, you can use a bonus action to activate the bound spell, ending the binding effect & causing the spell to trigger. The target of the ranged attack becomes the target of the spell, making any saves as normal. If the spell affects and area the spell's effect is centered on a point of your choice within the target's space.

While you have a spell bound into a ranged weapon, ranged attacks you make with that weapon count as magical for the purpose of overcoming resistance & immunity to nonmagical attacks/damage.

TRICKSTER'S QUIVER *3rd-Level Arrow Binder Feature*

Once on your turn, when you hit a creature marked by your Mystic Mark feature with a ranged weapon attack, you cause one of the following effects:

- **Frost Shot.** The target's speed is reduced by 10 ft until the end of its next turn.
- **Shock Shot.** The target can't take reactions until the start of its next turn.
- **Venom Shot.** The attack deals poison damage instead of its normal damage, and the target is poisoned until the end of its next turn.

Lineage/Heritage Features & Talents

NATURAL WEAPONS *Beastkin Lineage*

You have claws you can use as a natural weapon. You can use your claws to make unarmed strikes. When you hit with it, the strike deals 1d6 + your DEX slashing damage.

AGILE *Beastkin Lineage*

You have a climbing speed equal to your walking speed & you have advantage on saves to avoid being knocked prone.

NATURAL PREDATOR *Slayer Heritage*

You have advantage on Intimidation checks to influence Beasts & creatures with the Animal tag.

TRACKER *Slayer Heritage*

When you make a check to locate, spot, or track a creature, you can add your PB to the roll. If you have proficiency in the skill or tool being used for the check, double your PB.

SITUATIONAL AWARENESS *Investigator Background Talent*

-You have advantage on checks to avoid being surprised
-As a reaction immediately after you take damage from a melee attack, you can move 10 feet. This movement doesn't provoke opportunity attacks

Weapon Options

Weapon Option Save DC: [13 or 14 if 4th level]

DISARM *Shortsword Weapon Option*

Make an attack roll with weapon. On hit, target must succeed on a STR or DEX save (target's choice) or drop a weapon, shield, or object it is wielding. Dropped item lands in an unoccupied space within 5 feet of target.

PINNING SHOT *Longbow Weapon Option*

Make an attack roll with this weapon against a Large or smaller creature. On a hit, target must succeed a STR or DEX save (target's choice) or its speed becomes 0 ft until the end of its next turn. A creature (including target) can use its action to free the target with a STR (Athletics) check or DEX (Acrobatics) check (creature's choice) vs the attacker's weapon option DC. On success, the target is freed and can move as normal. One success frees the target, regardless of number of weapons pinning it.

1st-Circle Spells

**indicates calling spell*

GOODBERRY

1st-Circle Primordial (Transmutation)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a handful of berries)

Duration: Instantaneous

You transform up to 10 berries in your hand, infusing them with magic. A creature can use its action to eat one berry. Eating a berry restores 1 JP & provides enough nourishment to sustain a creature for one day, though a creature can't be sustained by eating berries two or more days in a row.

The berries lose their potency if they haven't been consumed within 24 hours of casting this spell.

GREASE*

1st-Circle Arcane (Conjuration)

Casting Time: 1 action

Range: 60 ft.

Components: V, S, M (a bit of pork rind or butter)

Duration: 1 min

Slick grease covers the ground in a 10-foot square centered on a point within range & turns it into difficult terrain for the duration. When the grease appears, each creature standing in its area must succeed on a DEX save or fall prone. A creature that enters the area or ends its turn there must also succeed on a DEX save or fall prone.

SPEAK WITH ANIMALS

1st-Circle Primordial (Divination)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 mins

You can understand and verbally communicate with Beasts and creature with the Animal tag for the duration. The knowledge and awareness of such creatures is limited by their INT, but at minimum, targets can give you info about nearby locations & monsters, including whatever they can/have perceived within the past day.

VOLLEY

1st-Circle Divine and Primordial (Conjuration)

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: 1 round

When a creature you touch makes a ranged attack (can target self), a second missile appears which makes a separate attack roll against the same target as part of the same action used to fire the first shot. If the original piece of fired ammunition is magical, the second missile has the same effects. The additional ammunition disappears once the attack is resolved. If target of this spell doesn't make a ranged attack by the beginning of your next turn, the spell ends.