

S&S 5E: Ranger

Trailblazer

Rough and rugged as the untamed wilderness, a human prowls solo through the tree shadows, trackin' the orcs he's got wind of plannin' a raid on a nearby homestead. With a shortsword in each hand, he's a cyclone of steel, mowin' down one foe after another.

Dodgin' away from a blast of freezin' air, an elf steadies herself and draws her bow, lettin' arrows fly at the white dragon. She shakes off the chill of fear that rolls off the dragon like a winter breeze, sendin' each arrow flyin' to pierce the gaps in the dragon's tough scales.

Raisin' his hand high, a half-elf whistles to his hawk circlin' above, callin' the bird back to his side. Murmurin' directions in Elvish, he points to the owlbear he's been tailin' and sends the hawk to harry the beast while he readies his bow.

Far from the hustle and bustle of towns and cities, past the hedgerows guardin' the outermost farms from the wild's dangers, in the heart of thick forests and across vast, open plains, trailblazers stand their endless watch.

Dangerous Trappers

Trailblazers of the wilds, trailblazers specialize in huntin' the monsters that threaten the fringes of civilization—humanoid raiders, rampagin' critters and monstrosities, fearsome giants, and deadly dragons. They learn to track their quarry like a predator, movin' quiet as a whisper through the wilds, hidin' in brush and rubble. Trailblazers focus their fightin' skills on techniques that are mighty effective against their particular nemeses.

With their deep know-how of the wilderness, trailblazers pick up the knack to cast spells that draw on the raw power of nature, akin to what a druid does. Their spells, like their combat moves, favor quickness, stealth, and the chase. A trailblazer's skills and powers are sharpened with a deadly focus on the solemn duty of guardin' the borderlands.

Lone Wanderers

Though a trailblazer might earn their keep as a hunter, a guide, or a tracker, their true callin' is to shield the outskirts of civilization from the havoc wreaked by monsters creepin' in from the wilds. In some parts, trailblazers gather in secret orders or join up with druidic circles. Many

trailblazers, though, are as independent as a lone wolf, knowin' that when a dragon or a band of orcs strikes, a trailblazer might be the first – and maybe the only – line of defense.

This fierce independence makes trailblazers naturals at adventurin', bein' used to life far from the comforts of a cozy bed and a warm bath. When faced with city-bred adventurers who moan about the tough goings of the wild, trailblazers might mix amusement, frustration, and a bit of sympathy in their response. But they soon figure out that other adventurers who can stand their ground in a scrap with monstrous brutes are worth their weight in gold. Sure, these pampered town folks might not know their way around huntin' or findin' water in the wild, but they sure make up for it in other ways.

Creatin' a Trailblazer

As you shape your trailblazer character, ponder over the kind of trainin' that honed your skills. Did you learn the ways of the wild roamin' alongside a solitary mentor, until you mastered the trailblazer's arts? Did your apprenticeship come to an end on its own, or was your mentor cut down—maybe by the same sort of varmint that's now your favored enemy? Maybe you got your know-how as part of a group of trailblazers tied to a druidic circle, trained in the secrets of nature as well as survival in the wild. You could be a self-taught lone wolf, pickin' up fightin' skills, trackin', and even a magical bond with nature out of sheer need to survive out there in the wilds.

What lit the fire of your particular dislike for a certain kind of enemy? Did a monster snuff out someone you held dear or lay waste to your home? Or did you witness too much ruin at the hands of these monsters and pledge yourself to curb their destruction? Is your life of adventure a continuation of your duty protectin' the frontier, or a big shift in your path? What drove you to join forces with a group of adventurers? Do you find it a tough row to hoe teachin' your new allies the ways of the wild, or do you reckon it's a welcome change from the lonesome trail?

QUICK BUILD

To whip up a trailblazer right quick, follow these pointers. First off, make Dexterity your top ability score, followed by Wisdom. (Some trailblazers favorin' two-weapon fightin' might rank Strength higher than Dexterity.) Second, pick the outlander background.

The Trailblazer Table

Level	Proficiency Bonus	Features	Spells Known	1st	2nd	3rd	4th	5th
1st	+2	Specialty Species, Born Navigator	-	-	-	-	-	-
2nd	+2	Fightin' Style, Spellcastin'	2	2	-	-	-	-
3rd	+2	Trailblazer Archetype, Natural Perception	3	3	-	-	-	-
4th	+2	Ability Score Improvement	3	3	-	-	-	-
5th	+3	Added Strike	4	4	2	-	-	-
6th	+3	Specialty Species and Born Navigator Improvements	4	4	2	-	-	-
7th	+3	Trailblazer Archetype Feature	5	4	3	-	-	-
8th	+3	Ability Score Improvement, Earthen Dash	5	4	3	-	-	-
9th	+4	-	6	4	3	2	-	-
10th	+4	Born Navigator Improvement, Camouflage	6	4	3	2	-	-
11th	+4	Trailblazer Archetype Feature	7	4	3	3	-	-
12th	+4	Ability Score Improvement	7	4	3	3	-	-
13th	+5	-	8	4	3	3	1	-
14th	+5	Specialty Species Improvement, Disappear	8	4	3	3	1	-
15th	+5	Trailblazer Archetype Feature	9	4	3	3	2	-
16th	+5	Ability Score Improvement	9	4	3	3	2	-
17th	+6	-	10	4	3	3	3	1
18th	+6	Primal Tactics	10	4	3	3	3	1
19th	+6	Ability Score Improvement	11	4	3	3	3	2
20th	+6	Adversary Destroyer	11	4	3	3	3	2

Class Features

As a Trailblazer, you gain the following class features:

Hit Points

Hit Dice: 1d10 per Trailblazer level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Trailblazer level after 1st

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Dexterity

Skills: Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) scale mail or (b) leather armor
- (a) two shortswords or (b) two simple melee weapons
- (a) a dungeoneer's pack or (b) an explorer's pack
- A long rifle and 20 rounds

Specialty Species

Startin' at 1st level, you've got yourself a heap of experience in studyin', trackin', huntin', and even jawin' with a certain kind of varmint.

Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Or, you might opt to pick two types of humanoids (like gnolls and orcs) as your favored enemies.

You've got the upper hand on Wisdom (Survival) checks to track your favored enemies, and on Intelligence checks to remember info about 'em.

When you gain this feature, you also pick up a language spoken by your favored enemies, if they speak one at all.

At 6th and 14th level, you get to choose another favored enemy and a related language. As you rack up levels, your choices ought to reflect the types of critters you've tangled with on your journeys.

Born Navigator

You're mighty familiar with one type of natural landscape and are darn good at travellin' and survivin' in such places. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you're makin' an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if it's in a skill you're good at.

While you're roamin' for an hour or more in your favored terrain, you get these benefits:

- Rough terrain don't slow your group's travel.
- Your posse can't get lost, 'cept by magical means.
- Even when you're busy with somethin' else while travelin' (like foragin', navigatin', or trackin'), you stay sharp to any dangers.
- If you're travelin' solo, you can move quiet as a mouse at a regular pace.
- When you forage, you rustle up twice the grub you usually would.
- While trackin' other critters, you also figure out exactly how many there are, their size, and how long ago they passed through the area.

At 6th and 10th level, you get to pick additional favored terrain types, expandin' your know-how of the land.

Fightin' Style

At 2nd level, you pick a particular style of fightin' as your specialty. Choose one of these options:

Archery: You get a +2 bonus to attack rolls you make with ranged weapons, like a sharpshooter eyein' down a distant target.

Defense: When you're suited up in armor, you gain a +1 bonus to AC, tough as a bank vault door.

Dueling: When you're handlin' a melee weapon in one hand and no other weapons, you get a +2 bonus to damage rolls with that weapon, quick and deadly like a gunslinger in a duel.

Two-Weapon Fighting: When you're fightin' with a weapon in each hand, you can add your ability modifier to the damage of the second attack, fast and furious like a storm across the plains.

Remember, you can't pick the same Fightin' Style more than once, even if you get a chance to choose another one later on.

Spellcastin'

By the time you hit 2nd level, you've learned to harness the magic in nature to cast spells, just like a druid does. Check out the Spells Rules for the nitty-gritty on spellcastin' and the Spells Listing for the trailblazer spell list.

Spell Slots

The Trailblazer table shows how many spell slots you got for castin' your trailblazer spells of 1st level and higher. To cast one of these spells, you gotta use up a slot of the spell's level or higher. You get all your used-up spell slots back after a good long rest.

For example, if you know the 1st-level spell animal friendship and have both a 1st-level and a 2nd-level spell slot ready, you can cast animal friendship usin' either slot.

Spells Known of 1st Level and Higher

You know two 1st-level spells of your choosin' from the trailblazer spell list.

The Spells Known column of the Trailblazer table shows when you get to learn more trailblazer spells of your pickin'. Each of these spells must be of a level for which you got spell slots. For instance, when you mosey on up to 5th level in this class, you can learn a new spell of 1st or 2nd level.

Also, when you gain a level in this class, you can switch out one of the trailblazer spells you know for a different one from the trailblazer spell list, which also has to be a level you got spell slots for.

Spellcastin' Ability

Wisdom is what you use for your trailblazer spells, seein' as your magic comes from your connection to nature. You use your Wisdom for any spell that refers to your spellcastin' ability. Plus, you add your Wisdom modifier when settin' the savin' throw DC for a trailblazer spell you cast and when makin' an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Trailblazer Archetype

At 3rd level, you choose an archetype that you aim to follow: the Hunter, detailed at the end of the class description, or one from another source. Your choice gives you features at 3rd level and again at 7th, 11th, and 15th level.

Natural Perception

Startin' at 3rd level, you can use your action and spend one trailblazer spell slot to sharpen your awareness of the surroundings. For 1 minute per level of the spell slot you use, you can sense if the followin' types of critters are present within 1 mile of you (or up to 6 miles if you're in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This ability don't tell you where they are or how many.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can beef up one ability score by 2, or two ability scores by 1 each. As usual, you can't boost an ability score over 20 with this feature.

If you're usin' the optional feats rule, you can skip this feature and pick a feat instead.

Added Strike

Beginnin' at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Earthen Dash

Startin' at 8th level, movin' through nonmagical rough terrain don't cost you any extra movement. You can also move through nonmagical plants without bein' slowed and without gettin' hurt by 'em if they're thorny or the like.

You also have the upper hand on savin' throws against plants that are magically whipped up or tweaked to slow you down, like those made by the entangle spell.

Camouflage

Startin' at 10th level, you can spend 1 minute makin' yourself some camouflage. You need to have fresh mud, dirt, plants, soot, and other natural stuff to do this.

Once camouflaged this way, you can try to hide by pressin' up against somethin' solid, like a tree or wall, as big as you are. You get a +10 bonus to Dexterity (Stealth) checks as long as you stay put without movin' or actin'. Once you move or act, you gotta camouflage yourself again to get this benefit.

Disappear

Startin' at 14th level, you can use the Hide action as a bonus action on your turn. Plus, you can't be tracked by nonmagical means, unless you want to be.

Primal Tactics

At 18th level, you gain keen senses that help you fight critters you can't see. When you attack a creature you can't see, you ain't hindered on your attack rolls against it.

You also know the whereabouts of any invisible critter within 30 feet of you, as long as it ain't hidin' from you and you ain't blinded or deafened.

Adversary Destroyer

At 20th level, you're a top-notch hunter of your enemies. Once on each of your turns, you can add your Wisdom modifier to the attack roll or the damage roll of an attack you make against one of your favored enemies. You can decide to use this feature before or after the roll, but before any effects of the roll kick in.

Trailblazer Archetypes

Beast Wrangler

The Beast Wrangler is an archetype that stands for the strong bond between the folk of civilization and the critters of the wild frontier. Joined together in purpose, the wrangler and their beast partner up to tackle the varmints that threaten both the settled lands and the untamed territories.

Beast Wrangler Features

Trailblazer Level	Feature
3rd	Frontier Partner
7th	Superior Conditioning

11th	Wild Fury
15th	Universal Incantations

Frontier Partner

3rd-level Beast Wrangler feature

At your third stage of experience, you acquire a frontier partner, a creature of the wild that accompanies you on your journey and is trained to battle at your side. Choose a creature that ain't bigger than a horse and whose toughness ain't greater than a quarter of yours. To your partner's defenses, attack capability, and resilience, add your skill bonus, as well as to any fortitude tests and skills it has mastered. Its maximum vitality equals the vitality number in its characteristic block or fourfold your trailblazer experience, whichever is higher. Like any living being, it can restore vitality during a brief rest.

Your frontier partner follows your commands to the best of its ability. It responds to your commands on your turn. On your turn, you can verbally direct your partner where to move (no action needed from you). You can use your action to verbally instruct it to attack, run, evade, or aid. If you don't issue a command, your partner will take defensive action. Once you possess the Double Strike ability, you can make an attack with your weapon when you order your partner to attack.

If you are rendered ineffective or are absent, your frontier partner operates independently, focusing on protecting you and itself. Your partner never needs your command to react, like when making a retaliatory strike.

While traversing your preferred terrain with only your partner, you can stealthily move at a regular pace.

If your frontier partner meets its end, you can establish a new bond by spending 8 hours magically bonding with a creature that ain't hostile to you and fits the criteria.

Superior Conditioning

7th-level Beast Wrangler feature

Startin' from your seventh level of experience, on any of your turns when your frontier partner don't take a swing, you can use a bonus action to tell your partner to run, dodge, or help out on its turn.

What's more, your partner's attacks now count as magical for gettin' past resistance and immunity to regular attacks and damage.

Wild Fury

11th-level Beast Wrangler feature

Startin' at the 11th level, when you give the word for your frontier partner to go on the offensive, that critter can let loose with two attacks, or it can pull off a multi-attack action if it's got the know-how for such a move.

Universal Incantations

15th-level Beast Wrangler feature

Startin' at the 15th level, when you cast a spell targetin' yourself, you can also affect your frontier partner with the spell if the critter's within 30 feet of you.

Dragon Rider

Your bond to the very soul of the wild frontier takes the form of a dragon spirit, which can manifest itself physically as a drake. As your trailblazin' skills grow, your drake evolves too, blossomin' from a small four-legged companion to a grand, winged beast that's big and sturdy enough for you to ride. Walkin' this path, you'll gradually gain a piece of the fearsome power of dragons.

Think on where the dragon spirit you're hitched to comes from. The Dragon Rider Origin table offers a few examples for ya.

Dragon Rider Origin

d6	Origin
1	A dragon's scale or talon, or a trinket from a dragon's hoard, was what you studied, forgin' your bond through the lingerin' dragon magic in that relic.
2	A secretive group of trailblazers who gather and guard dragon knowledge showed you the ropes.
3	A dragon handed you a geode or gemstone. To your astonishment, the drake hatched from that very stone.
4	You swallowed a few drops of dragon blood, mixin' your wilderness magic with the might of dragons forever.

5	An ancient Draconic script on a standin' stone filled you with power when you spoke it out loud.
6	You dreamt clear as day of a mysterious figure with seven golden canaries, warnin' you of dangers ahead. When you woke up, your drake was there, watchin' over you.

Dragon Rider Features

Trailblazer Level	Feature
3rd	
7th	
11th	
15th	

Gift of the Dragon

3rd-Level Dragon Rider Feature

Your bond with your drake forges a link to the dragons, grantin' you insight and boostin' your aura. You reap these benefits:

Divine Voice. You learn the Divine Voice cantrip, which counts as a trailblazer spell for you.

Dragon Speak. You get the knack for speakin', readin', and writin' Draconic or another language of your choosin'.

Draconic Sidekick

3rd-Level Dragon Rider Feature

With an action, you can magically summon the drake bound to you. It appears in an open space you pick within 30 feet of you.

The drake's friendly to you and your partners, and heeds your orders. Look at its stats in the accompanyin' Drake Sidekick stat block, which uses your skill bonus (SB) in a few places. Each time you summon the drake, pick a damage type listed in its Draconic Essence trait. You can decide how the drake looks, like its color, scale texture, or any visible sign of its Draconic Essence; your choice don't change its stats none.

In a scrap, the drake shares your initiative count, but acts right after you. It can move and react on its own, but it only takes the Dodge action on its turn, unless you use a bonus action on your turn to tell it to do somethin' else. This action can be somethin' from its stat block or another kind of action. If you're out cold, the drake can take any action it likes, not just Dodge.

The drake sticks around until it's knocked out, you call it forth again, or you're pushin' up daisies. Any gear the drake was packin' gets left behind when it disappears.

Once you've called the drake, you can't do so again until after a long rest, unless you use a spell slot of 1st level or higher to summon it again.

DRAKE COMPANION

Small Dragon

Armor Class 14 + PB (natural armor)

Hit Points 5 + five times your ranger level (the drake has a number of Hit Dice [d10s] equal to your ranger level)

Speed 40 ft.

STR 16 (+3) **DEX** 12 (+1) **CON** 15 (+2) **INT** 8 (-1) **WIS** 14 (+2) **CHA** 8 (-1)

Saving Throws Dex +1 plus PB, Wis +2 plus PB

Damage Immunities determined by the drake's Draconic Essence trait

Senses **darkvision** 60 ft., passive Perception 12

Languages Draconic

Challenge – **Proficiency Bonus (PB)** equals your bonus

Draconic Essence. When you summon the drake, choose a damage type: acid, cold, fire, lightning, or poison. The chosen type determines the drake's damage immunity and the damage of its Infused Strikes trait.

Actions

Bite. *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 1d6 plus PB piercing damage.

Reactions

Infused Strikes. When another creature within 30 feet of the drake that it can see hits a target with a weapon attack, the drake infuses the strike with its essence, causing the target to take an extra 1d6 damage of the type determined by its Draconic Essence.

Ties of Claw and Hide

7th-Level Dragon Rider Feature

The bond you share with your drake gets stronger by the day, protectin' both of you and fuelin' your drake's fury. When you call up your drake, it grows wings and gains a flyin' speed equal to its walkin' speed.

Plus, while your drake's with you, both you and the drake get these benefits:

Drake Steed. The drake bulks up to Medium size. 'Cause of the special connection between you two, you can ride the drake if you're of Medium size or smaller. But when you're ridin' your drake, it can't use the flyin' speed from this feature.

Magical Bite. The drake's Bite attack packs an extra 1d6 damage of the type you picked for the drake's Draconic Essence.

Resistance. You get tough against the damage type chosen for the drake's Draconic Essence.

Draconic Exhale

11th-Level Dragon Rider Feature

As an action, you can let loose a 30-foot cone of hurtin' breath or make your drake do it. Pick from acid, cold, fire, lightning, or poison damage (your choice don't gotta match your drake's Draconic Essence). Each critter in that cone's gotta make a Dexterity savin' throw against your spell save DC, takin' 8d6 damage if they fail, or half that much if they make it.

This hurt ramps up to 10d6 when you hit 15th level in this here class.

Once you've used this power, you can't do it again until after a long rest, unless you burn a spell slot of 3rd level or higher to fire it up again.

Improved Ally

15th-Level Dragon Rider Feature

Your bond to your drake hits the high mark of its power. While your drake's summoned, both you and the drake gain these perks:

Empowered Bite. The drake's Bite attack deals an extra 1d6 damage of the type you picked for its Draconic Essence (addin' up to a total of 2d6 extra damage).

Large Drake. The drake bulks up to Large size. When you're ridin' your drake, it ain't restricted no more from usin' the flyin' speed of Bond of Claw and Hide.

Reflexive Resistance. When either you or the drake takes a hit while you're within 30 feet of each other, you can use your reaction to toughen up yourself or the drake against that particular damage. You can pull this off a number of times equal to your skill bonus, and you get all them uses back after a good long rest.

Sylvan Explorer

A mysterious aura of the frontier fey wraps around you, be it from the blessin' of a trickster spirit, a shimmerin' berry you nibbled from a whisperin' cactus, the enchanted spring you bathed in, or some other event soaked in the wonder of the fey wilderness. No matter how you come by your fey magic, you're now a Sylvan Explorer, a trailblazer dancin' the line 'tween the mortal and fey frontiers. As you roam the untamed lands, your lively chatter lifts the hearts of the tired, and your fightin' prowess puts the fear of the fey into your enemies, for the fey's joy is catchin' and their fury, mighty fearsome.

Sylvan Explorer Features

Trailblazer Level	Feature
3rd	Ghostly Attacks, Sylvan Explorer Magic, Fey Charm
7th	Enthralling Change
11th	Sylvan Reinforcements
15th	Foggy Explorer

Ghostly Attacks

3rd-level Sylvan Explorer feature

You can jazz up your weapon swings with some spectral magic pulled from the shadowy corners of the Feywild. When you land a blow on a critter with your weapon, you can tack on an extra 1d4 psychic damage to the target, but it can only take this extra hurt once per turn.

The additional damage bumps up to 1d6 when you hit the 11th level in this here class.

Sylvan Explorer Magic

3rd-level Sylvan Explorer feature

You learn an extra spell when you reach certain levels in this class, as shown in the Sylvan Explorer Spells table. Each spell counts as a trailblazer spell for you, but it don't count against the number of trailblazer spells you know.

Sylvan Explorer Spells

Trailblazer Level	Spells
3rd	<i>disrupt magic</i>
5th	<i>misty step</i>
9th	<i>dispel magic</i>
13th	<i>dimension door</i>
17th	<i>mislead</i>

You also got yourself a mystical blessin' from a fey partner or a fey power spot. Pick your blessin' from the Feywild Gifts table or decide it by throwin' the dice.

Sylvan Presents

d6	Apperance
1	Illusory fireflies circle 'round you while you're takin' a short or long rest.
2	Fresh, seasonal flowers sprout from your hat come every mornin'.
3	You carry a faint scent of sage, rosemary, or some other aromatic desert plant.
4	Your shadow gets to dancin' playfully when nobody's lookin' straight at it.
5	Horns or antlers sprout right outta your head.
6	Your skin and hair shift colors to match the season at each dawn.

Fey Charm

3rd-level Sylvan Explorer feature

Your fey-like traits bestow upon you a supernatural charm. As a result, whenever you're makin' a Charisma check, you get a bonus to the check equal to your Wisdom modifier (with a minimum of +1).

Additionally, you gain proficiency in one of these skills of your choosin': Deception, Performance, or Persuasion.

Enthralling Change

7th-level Sylvan Explorer feature

The magic of the Feywild shields your noggin. You got an edge on savin' throws against bein' charmed or scared outta your boots.

In addition, whenever you or a critter you can see within 120 feet of you makes the grade on a savin' throw against bein' charmed or frightened, you can use your reaction to make a different varmint you can see within 120 feet of you face a Wisdom savin' throw against your spell save DC. If the save falls short, the target is charmed or frightened by you (your pick) for 1 minute. The target can have another go at the savin' throw at the end of each of its turns, shakin' off the effect on itself with a successful save.

Sylvan Reinforcements

11th-level Sylvan Explorer feature

The highfalutin courts of the Feywild done granted you the aid of fey critters: you can now summon fey (a spell in chapter 3). It don't count against the number of trailblazer spells you know, and you can cast it without needin' any material component. You can also cast it once without usin' a spell slot, and you get back the ability to do so when you finish a long rest.

Whenever you start castin' the spell, you can tweak it so it don't require your full attention. If you do that, the spell's duration turns into 1 minute for that particular castin'.

Foggy Explorer

15th-level Sylvan Explorer feature

You can slip in and out of the Feywild as quick as a tumbleweed in the wind: you can cast misty escape without usin' up a spell slot. You can pull this off a number of times equal to your Wisdom modifier (at least once), and you get all them uses back when you bed down for a long rest.

Plus, whenever you cast misty escape, you can bring along one willin' critter you can see within 5 feet of you. That there creature teleports to an unoccupied spot of your choosin' within 5 feet of where you're headed.

Shadow Tracker

Shadow Trackers are right at home in the dimmest nooks and crannies: deep down under the gold mines, in the shadowy back-rooms of saloons, amongst the ancient trees of old-growth forests, and any place else where light's grip gets weak. Most folks step into these parts with a heap of caution, but a Shadow Tracker strides into these dark stretches bold as brass, aimin' to root out danger 'fore it can menace the wider world. These trailblazers are often found in the deepest mines and the darkest canyons, but they're ready to mosey into any corner where evil lurks in the shadows.

Shadow Tracker Features

Trailblazer Level	Feature
3rd	Shadow Tracker Magic, Dark Attacker, Twilight Vision
7th	Steel Resolve
11th	Tracker's Quick Draw
15th	Evasive Shadows

Shadow Tracker Magic

3rd-level Shadow Tracker feature

Startin' at 3rd level, you learn yourself an extra spell when you hit certain levels in this here class, as laid out in the Shadow Tracker Spells table. The spell's considered a trailblazer spell for you, but it don't count against the number of trailblazer spells you got up your sleeve.

Shadow Tracker Spells

Trailblazer Level	Spells
3rd	<i>disguise self</i>
5th	<i>rope trick</i>
9th	<i>fear</i>
13th	<i>greater invisibility</i>

17th	<i>seeming</i>
------	----------------

Dark Attacker

3rd-level Shadow Tracker feature

At 3rd level, you become a master of the ambush. You can tack your Wisdom modifier onto your initiative rolls.

At the start of your first turn in each skirmish, your walkin' speed gets a boost of 10 feet, which sticks around until the end of that turn. If you choose to take the Attack action on that turn, you can throw in one extra weapon attack as part of that action. If that attack lands, the target takes an extra 1d8 damage of the weapon's damage type.

Twilight Vision

3rd-level Shadow Tracker feature

At 3rd level, you gain the ability to see in the dark like an owl on a moonless night, up to a range of 60 feet. If your kin already blessed you with darkvision, its range stretches out an extra 30 feet.

You're also mighty slick at dodgin' critters that depend on darkvision. While you're in the dark, you're invisible to any varmint that's usin' darkvision to spot you in that there darkness.

Steel Resolve

7th-level Shadow Tracker feature

By the 7th level, you've sharpened your knack for resistin' the mind-twistin' tricks of your targets. You gain proficiency in Wisdom savin' throws. If you're already savvy in that department, you instead get to be proficient in Intelligence or Charisma savin' throws (whichever you fancy).

Tracker's Quick Draw

11th-level Shadow Tracker feature

At the 11th level, you learn to attack with such lightnin'-fast speed that you can turn a missed shot into another crack at it. Once on each of your turns when you miss with a weapon attack, you can take another swing or shoot another bullet as part of the same action.

Evasive Shadows

15th-level Shadow Tracker feature

Startin' at the 15th level, you can dodge in ways that baffle and bewilder, cloaked in supernatural shadows. Whenever a critter takes a swing or fires a shot at you and don't have the upper hand on the roll, you can use your reaction to make it tougher for 'em, givin' 'em a disadvantage on that strike. You gotta use this trick before you know whether their attack's gonna hit or miss.

Frontier Guardian

Frontier Guardians keep a watchful eye on the world, protectin' it from threats that spill out from other dimensions or those lookin' to wreak havoc in the mortal realm with otherworldly magic. They track down them dimensional gateways and stand guard over 'em, venturin' to the Inner Dimensions and the Outer Dimensions as needed to pursue their foes. These trailblazers are also allies to any forces in the multiverse — 'specially kindly dragons, fey, and elementals — that labor to maintain life and the order of the dimensions.

Frontier Guardian Features

Trailblazer Level	Feature
3rd	Frontier Guardian Magic, Portal Sense, Dimensional Warrior (1d8)
7th	Phantom Stride
11th	Far Reach Strike, Dimensional Warrior (2d8)
15th	Spectral Dodge

Frontier Guardian Magic

3rd-level Frontier Guardian feature

Startin' at 3rd level, you learn yourself an extra spell when you hit certain levels in this here class, as laid out in the Frontier Guardian Spells table. The spell's counted as a trailblazer spell for you, but it don't count against the tally of trailblazer spells you know.

Frontier Guardian Spells

Trailblazer Level	Spells
3rd	<i>protection from evil and good</i>

5th	<i>misty step</i>
9th	<i>haste</i>
13th	<i>banishment</i>
17th	<i>teleportation circle</i>

Portal Sense

3rd-level Frontier Guardian feature

At 3rd level, you gain the knack to magically sniff out the presence of a dimensional portal. As quick as drawin' your six-shooter, you can figure out the distance and direction to the nearest dimensional portal within 1 mile of your location.

Once you use this trick, you can't use it again until you've had yourself a short or long rest.

Dimensional Warrior

3rd-level Frontier Guardian feature

At 3rd level, you learn to harness the energy of the multiverse to amp up your attacks.

As a quick move, like flickin' the hammer of your revolver, pick out one critter you can see within 30 feet of you. The next time you land a hit on that varmint on this turn with a weapon attack, all the damage from the attack turns into force damage, and the critter takes an extra 1d8 force damage from the attack. When you hit 11th level in this class, the extra damage ramps up to 2d8.

Phantom Stride

7th-level Frontier Guardian feature

At 7th level, you learn how to step through the Phantom Plane. Quick as a jackrabbit, as a bonus action, you can cast the etherealness spell with this here feature, without burnin' a spell slot, but the spell fades away at the end of the current turn.

Once you've used this trick, you can't use it again until you've taken a short or long rest, like a cowboy takin' a breather after a hard day's ride.

Far Reach Strike

11th-level Frontier Guardian feature

At 11th level, you gain the ability to slip 'tween dimensions quicker than the wink of an eye. When you take the Attack action, you can teleport up to 10 feet before each attack to an unoccupied spot you can lay your eyes on.

If you lash out at least two different critters with the action, you can make one additional attack with it against a third varmint.

Spectral Dodge

15th-level Frontier Guardian feature

At 15th level, your knack for movin' 'tween dimensions lets you slip through them dimensional boundaries to soften the blows comin' your way in a scuffle. When you take damage from an attack, you can use your reaction to hunker down and give yourself resistance to all of that attack's damage on this turn.

Trapper

Takin' up the Trapper mantle means acceptin' your duty as a barrier 'tween the townsfolk you're protectin' and the terrors of the wilds. As you walk the Trapper's trail, you learn special ways of combatin' the threats you face, from rampagin' outlaws to towerin' critters and fearsome dragons.

Trapper Features

Trailblazer Level	Feature
3rd	Trapper's Target
7th	Defence Planning
11th	Barrage Attack
15th	Legendary Trapper's Fortitude

Trapper's Target

3rd-level Trapper feature

At 3rd level, you get to pick one of the followin' features that suits your fancy.

Bounty Chaser

Your doggedness can wear down even the toughest varmints. When you hit a creature with a weapon attack, that critter takes an extra 1d8 damage if it's already been roughed up some (below its hit point maximum). You can deal this extra hurt just once per turn.

Giant Wrangler

When a big ol' Large or larger critter within 5 feet of you takes a swing at you and hits or misses, you can use your reaction to give 'em a taste of their own medicine right after their attack, long as you can see 'em.

Crowd Splitter

Once on each of your turns when you make a weapon attack, you can follow up with another attack using the same weapon against a different critter that's within 5 feet of your first target and within strikin' distance of your weapon.

Defence Planning

7th-level Trapper feature

At 7th level, you get to choose one of the followin' features that catches your eye.

Evade the Herd

Opportunity attacks against you are made with a bit of a handicap – they're all done with disadvantage.

Many-Foe Defense

When a critter lands a hit on you, you hunker down and gain a +4 bonus to AC against any more attacks that same varmint tries to make against you for the rest of the turn.

Steel Nerve

You got the grit to stand your ground, so you have an advantage on savin' throws against gettin' spooked or scared.

Barrage Attack

11th-level Trapper feature

At 11th level, you get to pick one of these here features that suits your style.

Rain of Arrows

You can use your action to let loose a barrage of arrows, makin' a ranged attack against any number of varmints within 10 feet of a spot you can see within your weapon's shootin' range. You need enough ammunition for each target, just as usual, and you roll a separate attack for each one of 'em.

Twister Strike

You can use your action to unleash a whirlwind of melee attacks, hittin' any number of critters within 5 feet of you. You roll a separate attack for each one of these targets.

Legendary Trapper's Fortitude

15th-level Trapper feature

At 15th level, you get to choose one of these here features that tickles your fancy.

Dodge Roll

When you're facin' somethin' nasty, like a dragon's fire breath or a bolt of lightning from a spell, that lets you make a Dexterity savin' throw to only take half damage, you instead don't take any damage if you pass the savin' throw, and only half damage if you don't make it.

Stand Against the Charge

When a hostile critter misses you with a melee attack, you can use your reaction to make that critter try the same attack again, but this time on another creature (other than itself) that you get to pick.

Astonishing Avoidance

When an attacker that you can see lands a hit on you, you can use your reaction to cut the attack's damage against you in half.

Cryptid Stalker

You've dedicated yourself to trackin' down and eliminatin' hidden critters and those who dabble in dark magic. A Cryptid Stalker goes after vampires, dragons, ill-meanin' spirits, fiends, and other strange threats. Skilled in exceptional techniques to overcome such foes, stalkers are ace hands at sniffin' out and puttin' an end to dangerous, supernatural adversaries.

Cryptid Stalker Features

Trailblazer Level	Feature
3rd	Cryptid Stalker Magic, Tracker's Instinct, Stalker's Quarry
7th	Otherworldly Resilience

11th	Spellbreaker's Retribution
15th	Stalker's Reprisal

Cryptid Stalker Magic

3rd-level Cryptid Stalker feature

Startin' at 3rd level, you pick up an extra spell when you hit certain levels in this here class, as shown in the Cryptid Stalker Spells table. The spell's reckoned as a trailblazer spell for you, but it don't count against the total number of trailblazer spells you're acquainted with.

Cryptid Stalker Spells

Trailblazer Level	Spells
3rd	<i>protection from evil and good</i>
5th	<i>zone of truth</i>
9th	<i>magic circle</i>
13th	<i>banishment</i>
17th	<i>hold monster</i>

Tracker's Instinct

3rd-level Cryptid Stalker feature

At 3rd level, you gain the knack to size up a critter and mystically figure out the best way to put a hurtin' on it. As an action, choose one varmint you can see within 60 feet of you. You immediately learn whether the creature's got any damage immunities, resistances, or vulnerabilities and what exactly they are. If the creature's hidin' behind divination magic, you'll get the sense that it ain't got no damage immunities, resistances, or vulnerabilities.

You can use this ability a number of times equal to your Wisdom modifier (at least once). You get back all used-up uses of it when you finish a long rest.

Stalker's Quarry

3rd-level Cryptid Stalker feature

Startin' at 3rd level, you can hone your rage onto a single adversary, rampin' up the damage you deal to 'em. As a quick move, like flickin' the hammer of your revolver, you mark one critter you

can see within 60 feet of you as the target of this here feature. The first time each turn that you hit that target with a weapon attack, it takes an extra 1d6 damage from the weapon.

This advantage lasts until you take a short or long rest. It ends sooner if you set your sights on a different creature.

Otherworldly Resilience

7th-level Cryptid Stalker feature

At 7th level, you get a bit more toughened up against the mental and physical attacks of your prey. Whenever the target of your Stalker's Quarry makes you roll a savin' throw, or whenever you're tryin' to wriggle out of that critter's grapple, you can add 1d6 to your roll.

Spellbreaker's Retribution

11th-level Cryptid Stalker feature

At 11th level, you gain the knack to throw a wrench in someone else's magic. When you spot a critter castin' a spell or teleportin' within 60 feet of you, you can use your reaction to try and put a mystical stop to it. That varmint has to pass a Wisdom savin' throw against your spell save DC, or its spell or teleport fizzles out and goes to waste.

Once you've used this trick, you can't use it again until you've had yourself a short or a long rest.

Stalker's Reprisal

15th-level Cryptid Stalker feature

At 15th level, you get the ability to strike back when your target tries to pull a fast one on you. If the target of your Stalker's Quarry forces you to make a savin' throw, you can use your reaction to take a swing or shoot at the quarry with one of your weapons. You make this attack right before rollin' for the savin' throw. If your attack lands, your save's a surefire success, on top of the normal effects of your attack.

Herder

Feelin' a deep connection with the wild landscapes 'round 'em, some trailblazers reach out through their mystical bond to the land and buddy up with a swarm of nature's spirits. This swarm becomes a mighty force in skirmishes, as well as trusty companionship for the trailblazer. Some Herders prefer the solitude of the wilderness, likin' their own company and that of their swarm more than dealin' with the discomfort of others. Others take to heart buildin' up prosperin' communities, workin' for the good of all them they consider part of their crew.

A Herder's swarm and spells mirror their tie to the spirits of nature. Take the chance to paint a picture of the swarm and the trailblazer's magic in action. For instance, when your trailblazer casts gaseous form, they might seem to blend into the swarm 'stead of turnin' into a cloud of mist, or the arcane eye spell might whip up a part of your swarm to scout for you. Such yarns don't alter the spell's effects, but they offer a fine chance to weave your character's story through their class abilities.

Also, remember the swarm's look is yours to shape – don't feel boxed in to just one appearance. Maybe the spirits' appearance shifts with the trailblazer's temper or with the seasons changin'. It's all up to you!

Herder Features

Trailblazer Level	Feature
3rd	Posse of the Plains, Herder Magic
7th	Roiling Dust Devil
11th	Stampede Strength
15th	Phantom Flight

Posse of the Plains

3rd-level Herder feature

A gang of unseen nature spirits has teamed up with you and can lend a hand in a scrap. Long as you're breathin', this posse sticks to your side, crawlin' on you or buzzin' and scamperin' around in your space. You get to pick what they look like, or you can find out by rollin' on the Posse Appearance table.

Posse Appearance

d4	Appearance
1	A cloud of tumbleweeds
2	Miniature cactus spirits

3	Flock of desert birds
4	Dance of dust devils

Once on each of your turns, you can holler at your posse to lend you a hand in one of these ways, right quick after you land a hit on a varmint with an attack:

- The target of your attack gets stung with 1d6 piercin' damage from the posse.
- The target of your attack has to pass a Strength savin' throw against your spell save DC or be hustled by the posse up to 15 feet sideways in a direction you choose.
- You get shuffled by the posse 5 feet sideways in a direction of your pickin'.

Herder Magic

3rd-level Herder feature

You learn the mage hand cantrip if you ain't already acquainted with it. When you cast it, the hand looks like your whirlin' nature spirits.

You also learn yourself an extra spell of 1st level or higher when you reach certain levels in this here class, as laid out in the Herder Spells table. Each one of these spells counts as a trailblazer spell for you, but it don't count against the tally of trailblazer spells you got in your arsenal.

Herder Spells

Trailblazer Level	Spells
3rd	<i>faerie fire, mage hand</i>
5th	<i>web</i>
9th	<i>gaseous form</i>
13th	<i>arcane eye</i>
17th	<i>insect plague</i>

Roiling Dust Devil

7th-level Herder feature

You can wrangle a part of your posse into a whippin' whirlwind that scoops you right up. As a quick move, you get yourself a flyin' speed of 10 feet and can hover like an eagle. This here effect lasts for 1 minute or until you're knocked senseless.

You can use this trick a number of times equal to your proficiency bonus, and you round up all your used-up uses after you've had yourself a good long rest.

Stampede Strength

11th-level Herder feature

Your Posse of the Plains is gettin' mightier in these ways:

- The damage doled out by Posse of the Plains goes up to 1d8.
- If a varmint fails its savin' throw against bein' moved by Posse of the Plains, you can also give a shout to the posse to knock that critter flat on its back.
- When you're moved by Posse of the Plains, it gives you half cover until the start of your next turn.

Phantom Flight

15th-level Herder feature

You can scatter into your posse, dodgin' damage. When you take a hit, you can use your reaction to toughen up against that hurt. You vanish into your posse and then zip over to an empty spot you can see within 30 feet of where you were, poppin' back into view with the posse.

You can pull off this move a number of times equal to your proficiency bonus, and you round up all your spent uses after you've had yourself a good long rest.