

Dungeons and Dragons 5th Edition classes as Rangers/Companions

3 Build Points for Stat improvements

5 Build Points for Heroic Abilities and Spells

2 Build Points for 16 Skill improvements

0 Build Points on increased Base Recruitment Points

Weapons, Armor, and Magical Equipment as appropriate

Class: **Artificer** (as ranger) Base Recruitment Points: 100

Move	Fight	Shoot	Armor	Will	Health
6	+3	+2	11	+5	18

Heroic Abilities: Deadly Shot, Enhanced Power

Spells: Armor, Enchanted Steel, Ladder

Skills: Armory +5, Navigation +2, Perception +2, Pick Lock +2, Strength +1, Traps +4

Equipment: Crossbow, Hand Weapon, Shield; always armed with dagger

Class: **Artificer** (as companion) Recruitment Points: 15

Move	Fight	Shoot	Armor	Will	Health
6	+2	+0	10	+2	10

Notes: Based on Arcanist; Hand Weapon; Ancient Lore +5, Armory +3, Read Runes +5

Class: **Barbarian** (as ranger) Base Recruitment Points: 100

Move	Fight	Shoot	Armor	Will	Health
7	+3	+1	11	+4	19

Heroic Abilities: Dash, Deadly Strike, Frenzied Attack, Powerful Blow

Spells: Strength

Skills: Acrobatics +1, Climb +2, Navigation +1, Strength +5, Survival +2, Swim +2, Track +3

Equipment: Light Armor, Two-Handed Weapon

Class: **Barbarian** (as companion) Recruitment Points: 35

Move	Fight	Shoot	Armor	Will	Health
6	+4	+0	11	+3	14

Notes: Based on Barbarian; Hand Weapon, Shield; Strength +5, Survival +3

Class: **Bard** (as ranger) Base Recruitment Points: 100

Move	Fight	Shoot	Armor	Will	Health
6	+3	+2	11	+5	18

Heroic Abilities: Call to Action, Distraction, Parry

Spells: Lure, Strong Heart

Skills: Acrobatics +3, Ancient Lore +5, Pick Lock+1, Read Runes +5, Stealth +2

Equipment: Hand Weapon, Light Armor, Rope, Throwing Knife

Class: **Bard** (as companion) Recruitment Points: 25

Move	Fight	Shoot	Armor	Will	Health
6	+4	+0	11	+2	12

Notes: Based on Swordsman; Dagger, Hand Weapon, Light Armor; Ancient Lore +3

Class: **Cleric** (as ranger) Base Recruitment Points: 104

Move	Fight	Shoot	Armor	Will	Health
5	+2	+2	13	+5	19

Heroic Abilities: Halt Undead

Spells: Burning Light, Heal (x2), Shield of Light

Skills: Ancient Lore +3, Armory +2, Leadership +4, Perception +3, Read Runes +3, Strength +1

Equipment: Hand Weapon, Heavy Armor, Holy Icon, Shield

Class: **Cleric** (as companion) Recruitment Points: 20

Move	Fight	Shoot	Armor	Will	Health
6	+0	+0	10	+3	12

Notes: Based on Conjuror; Hand Weapon; Leadership +3; Burning Light, Heal

Class: **Druid** (as ranger) Base Recruitment Points: 100

Move	Fight	Shoot	Armor	Will	Health
7	+2	+1	10	+5	19

Heroic Abilities: Blend into the Shadows

Spells: Caltrops, Hold Creature, Insect Climb, Summon Crow

Skills: Climb +1, Navigation +2, Perception +1, Stealth +1, Survival +4, Swim +3, Track +4

Equipment: Bow, Hand Weapon, Dagger, Quiver

Class: **Druid** (as companion) Recruitment Points: 20

Move	Fight	Shoot	Armor	Will	Health
6	+0	+0	10	+3	12

Notes: Based on Conjuror; Hand Weapon; Survival +3; Hold Creature, Summon Crow

Class: **Fighter** (as ranger) Base Recruitment Points: 104

Move	Fight	Shoot	Armor	Will	Health
5	+3	+2	13	+4	19

Heroic Abilities: Call to Action, Evade, Powerful Blow, Roll with the Punch, Shove

Spells: none

Skills: Acrobatics +2, Armory +2, Climb +2, Leadership +4, Perception +1, Strength +3, Swim +2

Equipment: Bow, Hand Weapon, Heavy Armor, Quiver, Shield

Class: **Fighter** (as companion) Recruitment Points: 20

Move	Fight	Shoot	Armor	Will	Health
6	+3	+0	12	+2	12

Notes: Based on Man-At-Arms; Hand Weapon, Shield, Light Armor; Strength +3

Class: **Monk** (as ranger) Base Recruitment Points: 100

Move	Fight	Shoot	Armor	Will	Health
7	+3	+1	10	+5	18

Heroic Abilities: Dive for Cover, Evade, Inner Strength, Roll with the Punch

Spells: Weakness

Skills: Acrobatics +5, Climb +2, Perception +2, Read Runes +1, Stealth +3, Strength +2, Swim +1

Equipment: Hand Weapon, Throwing Knife

Class: **Monk** (as companion) Recruitment Points: 20

Move	Fight	Shoot	Armor	Will	Health
6	+3	+0	12	+2	12

Notes: Based on Man-At-Arms; Hand Weapon, Shield, Light Armor; Acrobatics +3

Class: **Paladin** (as ranger) Base Recruitment Points: 105

Move	Fight	Shoot	Armor	Will	Health
7	+3	+1	13	+5	19

Heroic Abilities: none

Spells: Armor, Enchanted Steel, Heal, Strong Heart, Transpose

Skills: Ancient Lore +2, Armory +3, Leadership +5, Navigation +1, Strength +2, Survival +1, Swim +2

Equipment: Hand Weapon, Heavy Armor, Shield, Holy Icon

Class: **Paladin** (as companion) Recruitment Points: 35

Move	Fight	Shoot	Armor	Will	Health
5	+4	+0	13	+2	12

Notes: Based on Knight; Hand Weapon, Heavy Armor, Shield; Leadership +3, Strength +4

Class: **Ranger** (as ranger) Base Recruitment Points: 100

Move	Fight	Shoot	Armor	Will	Health
6	+3	+2	11	+5	18

Heroic Abilities: Deadly Shot, Hand of Fate, Steady Aim

Spells: Compass, Summon Crow

Skills: Climb +1, Navigation +2, Perception +1, Stealth +1, Survival +3, Swim +3, Track +4, Traps +1

Equipment: Bow, Hand Weapon, Light Armor, Quiver

Class: **Ranger** (as companion) Recruitment Points: 30

Move	Fight	Shoot	Armor	Will	Health
7	+2	+2	11	+2	12

Notes: Based on Tracker; Bow, Light Armor, Staff, Quiver; Survival +3, Tracking +5

Class: **Rogue** (as ranger) Base Recruitment Points: 100

Move	Fight	Shoot	Armor	Will	Health
7	+3	+2	11	+4	18

Heroic Abilities: Blend into the Shadows, Evade, Roll with the Punch

Spells: Awareness, Smoke

Skills: Acrobatics +2, Climb +2, Perception +1, Pick Lock +3, Stealth +5, Traps +3

Equipment: Dagger, Hand Weapon, Light Armor, Rope, Throwing Knife

Class: **Rogue** (as companion) Recruitment Points: 20

Move	Fight	Shoot	Armor	Will	Health
7	+1	+1	10	+1	10

Notes: Based on Rogue; Dagger, Throwing Knife; Acrobatics +3, Climb +2, Perception +2, Pick Lock +5, Stealth +5, Traps +5

Class: **Sorcerer** (as ranger) Base Recruitment Points: 100

Move	Fight	Shoot	Armor	Will	Health
6	+2	+2	10	+5	19

Heroic Abilities: Enhanced Power, Split Cast

Spells: Fireball, Magic Bolt (x2)

Skills: Ancient Lore +4, Perception +3, Read Runes +4, Strength +2, Survival +2, Track +1

Equipment: Spellbook, Wand

Class: **Sorcerer** (as companion) Recruitment Points: 30

Move	Fight	Shoot	Armor	Will	Health
6	+0	+0	10	+3	12

Notes: Based on Conjuror; Staff; Perception +3; Fireball, Magic Bolt (x2)

Class: **Warlock** (as ranger) Base Recruitment Points: 102

Move	Fight	Shoot	Armor	Will	Health
6	+3	+2	10	+5	18

Heroic Abilities: Steady Aim, Eldritch Recall

Spells: Caltrops, Hold Creature, Magic Bolt

Skills: Ancient Lore +4, Leadership +2, Perception +2, Read Runes +4, Stealth +2, Traps +2

Equipment: Crossbow, Hand weapon, Focusing Crystal

Class: **Warlock** (as companion) Recruitment Points: 20

Move	Fight	Shoot	Armor	Will	Health
6	+0	+0	10	+3	12

Notes: Based on Conjuror; Hand Weapon; Ancient Lore +3; Caltrops, Hold Creature

Class: **Wizard** (as ranger) Base Recruitment Points: 102

Move	Fight	Shoot	Armor	Will	Health
6	+2	+1	10	+4	18

Heroic Abilities: Quick Cast

Spells: Armor, Fireball, Teleport, Slow

Skills: Ancient Lore +5, Leadership +2, Perception +3, Pick Lock +1, Read Runes +5

Equipment: Wizard's Staff

Class: **Wizard** (as companion) Recruitment Points: 30

Move	Fight	Shoot	Armor	Will	Health
6	+0	+0	10	+3	12

Notes: Based on Conjuror; Staff; Read Runes +3; Armor, Fireball, Teleport