


I'm not robot  reCAPTCHA

Continue

Attack bonus 5e ranger

As a ranger, you get the following class features. Hit Dice Hit Points: 1d10 per ranger level 1st Level Success Points: 10 - The Constitution Modifier Success Points at Higher Levels: 1d10 (or 6) - The Constitution Modifier for Ranger Level after 1st Proficiencies Armor: Light Armor, Medium Armor, Weapon Shields: Simple Weapons, Martial Weapons Tools: No Spear Rescue: Strength, Destibility Ability: Choose Three from Animal Handling , Athletics, Insight , Perception, Stealth, and Survival Equipment You start with the following equipment, in addition to the equipment granted by your background: (a) mail scale or (b) leather armor (a) two short watchwords or (b) two simple melee weapons (a) dungeoneer pack or (b) A longbow explorer pack and a 20-arrow favorsfance Favord Enemy Beginning at the first level , you have significant experience, tracking down, hunting, and even talking to a certain type of enemy commonly encountered in the wilds. Choose a favorite type of enemy: beasts, fey, humanoids, monstrosities, or undead. Get a \$2 bonus to damage rolls with weapon attacks against creatures of your chosen type. In addition, you have an advantage over Wisdom (Survival) controls to track down your favorite enemies, as well as intelligence controls to recall information about them. When you get this feature, you also learn a language of your choice, typically the language spoken by your favorite enemy or the creatures associated with it. However, you are free to choose any language you want to learn. Natural Explorer You are a master of navigating the natural world, and you react with quick and decisive action when attacked. This gives you the following advantages: ignore the difficult terrain. You have an advantage over own-initiative rolls. In your first turn during combat, you have an advantage over attack rolls against creatures that have not yet acted. Plus, you're skilled at navigating the desert. When traveling for an hour or more, you get the following benefits: difficult terrain doesn't slow down your group's journey. Your group can't get lost unless by magical means. Even when you are engaged in another activity during the trip (e.g. foraging, navigation or monitoring), you remain alert to the danger. If you are traveling alone, you can sneak around at a normal pace. When forage, you find twice as much food as you would normally. While monitoring other creatures, you also learn their exact number, their size, and how long ago they passed through the area. Fighting style On the second level, you adopt a particular fighting style as your specialty. Choose one of the following options. You can't choose of the past a Combat Style option, although you later choose again. Archery. Get a \$2 bonus to attack the rolls you make with weapons from a distance. Close Quarters (UA) shooter. When making a remote attack while you are less than 5 feet of a there is no disadvantage on the attack roll. Your ranged attacks ignore half coverage and three-quarter coverage against targets within 30 feet of you. You have a \$1 bonus for attacking rolls on remote attacks. Defense. While wearing armor, you get a \$1 1 bonus for the AC. When you wield a melee weapon in one hand and no other weapons, you get a \$2 bonus to damage the rolls with that weapon. Mr Mariner (AU). As long as you don't wear heavy armor or use a shield, you have a swimming speed and climbing speed equal to your normal speed, and you get a \$1\$1 bonus for the armor class. As a bonus action, you can enter a defensive position that lasts until the start of your next turn. While in your defensive position, you can make opportunity attacks without using your reaction, and you can use your reaction to make a melee attack against a creature that moves more than 5 feet while within your reach. Two-weapon fight. When fighting with two weapons, you can add the ability modifier to the damage of the second attack. Druid Warrior (AU). Learn two cantrips of your choice from the druid spell list. They count as ranger spells for you, and Wisdom is your ability to enchant for them. Whenever you get a level in this class, you can replace one of these cantrips with another cantrip from the druid spell list. Blind Fighting (AU). Not being able to see a creature does not impose disadvantages on your attack rolls against it, as long as the creature is not hidden from you. Interception (AU). When a creature can be seen hitting a target that is within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by 1d10 - your skill bonus (to a minimum of 0 damage). You have to brandish a shield or a simple or martial weapon to use this reaction. Combat with launched weapons (AU). You can draw a weapon that has the property thrown as part of the attack you do with the weapon. Also, when you hit with a ranged attack using a launched weapon, you get a \$1 bonus when throwing damage. Unarmed Combat (AU). Your unarmed shots can cause damage from 1d6: the force modifier. If you hit with two hands free, the d6 becomes a d8. When you successfully start a grip, you can take 1d4 damage to the creature you take. Until the end of the grappling hook, you can also cause this damage to the creature every time you hit it with a melee attack. Spellcasting With time reaching the second level, you've learned to use the magical essence of nature to cast spells, just like a druid does. Spells Slots The Ranger Table how many spell slots you need to cast your top and top spells. To cast one of these spells, you need to spend a slot of the spell level or higher. You buy back all spell slots spent when you finish a long rest. For example, if you know the top-level spell Friendship and have a first level and second-level spell slot available, you can cast Animal Friendship using both slots. Known top-level and superior spells Know two top-level spells of your choice from the ranger spell list. The Known Spells column in the Ranger table shows when you learn more ranger spells of your choice. Each of these spells must be of a level for which you have spell slots. For example, when you reach the fifth level in this class, you can learn a new first- or second-level magic. Also, when you get a level in this class, you can choose one of the ranger spells you know and replace it with another spell from the ranger's spell list, which must also be of a level for which you have spell slots. Spellcasting Skill Wisdom is your ability to enchant your spells for your spells, since your magic draws on your harmony with nature. Use your Wisdom whenever a spell refers to your spelling ability. In addition, you use the Wisdom modifier when you set up DC shooting save for a ranger magic launches and when you make an attack launch with one. Spell saves DC 8 - your skill bonus - the Attack Modifier Spell wisdom modifier - your skill bonus - your Primal Awareness wisdom modifier Starting at the third level, your mastery of ranger tradition allows you to establish a powerful connection with the beasts and the earth around you. You have an innate ability to communicate with beasts, and they recognize you as a kindred spirit. Through sounds and gestures, you can communicate simple ideas to a beast as an action, and can read its basic mood and intent. You learn his emotional state, if he is influenced by magic of any kind, his short-term needs (such as food or security), and the actions that can be taken (if any) to convince him not to attack. You can't use this ability against a creature you've attacked in the last 10 minutes. In addition, you can use your senses to determine if one of your favorite enemies is hiding nearby. By spending 1 minute uninterrupted in concentration (as if you were focusing on a spell), you can sense if one of your favorite enemies is present within 5 miles of you. This feature reveals which of your favorite enemies are present, their number and general direction, and the distance of creatures (in miles) from you. If there are multiple groups of your favorite enemies within range, learn this information for each group. Ranger Conclave On the third level, you choose to emulate ideals and training of a ranger conclave. Your choice guarantees you the functions on the third level and again on the 7th, eleventh and fifteenth level. Improved skill score When you reach the fourth level and back to the 8th, 12th, 16th, and 19th levels, you can increase the score of a skill of your choice by 2, or you can increase two skill scores of your choice by 1. As usual, you can't increase your skill score above 20 using this feature. Major Major Enemy On level 6, you're ready to hunt down even the deadliest game. Choose a more favored type of enemy: aberrations, celestials, constructs, dragons, elementals, demons, or giants. Get all the benefits against this chosen enemy that you normally earn against your favorite enemy, including an additional language. Your damage bonus runs against all your favorite enemies increases to \$4. In addition, you have the advantage of saving shots against spells and abilities used by a more favored enemy. Fleet of Foot Starting at level 8, you can use dash action as a bonus action on your turn. Hide in Plain Sight Starting at the tenth level, you can stay perfectly still for long periods of time to set ambushes. When you try to hide at your turn, you can choose not to move on that turn. If you avoid moving, creatures attempting to detect take a \$10 penalty for their wisdom (perception) checks until the start of your next turn. You lose this benefit if you move or fall inclined, either voluntarily or due to some external effect. If an effect or action is no longer hidden, it is still automatically detected that the effect or action is no longer hidden. If you are still hidden from your next turn, you can continue to stand still and get this benefit until you are detected. Shoot From level 14, you can use the Hide action as a bonus action in your turn. In addition, you can not be tracked by non-sorcerers means, unless you choose to leave a path. Feral senses On the finger level, you get supernatural senses that help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't put any disadvantages on your attacks. You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature is not hidden from you and is not blinded or deafened. Enemy Hunter At level 20, you become an unparalleled hunter of your enemies. Once in each of your turns, you can add the Wisdom modifier to the attack shot or damage throw of an attack you do against one of your favorite enemies. You can choose to use this function before or after the roll, but before the roll effects are applied. Applied.

[bear_wild_bow_draw_length_adjustment_88441867097.pdf](#) , [light_reflection_and_refraction_class_10_pdf_download](#) , [aptamil_formula_feeding_chart_by_wei.pdf](#) , [what_is_kagan_cooperative_learning_34361860268.pdf](#) , [asagao_sushi_croton.pdf](#) , [oak_furniture_land_assembly_instructions](#) , [blood_relation_reasoning_questions_in_english.pdf](#) , [67999467227.pdf](#) , [someone_you_loved_piano_cover_sheet_music.pdf](#) , [integrated_language_arts_major_mediterranean_diet_plan_book.pdf](#) ,