

[abilities cont.]

RANGER

Favored Enemy: Ghouls, Orcs, and Goblins; advantage on Wisdom (Survival) checks to track; speak Orc & Goblin.

Natural Explorer: Forest and Underdark; doubles proficiency bonus of proficiency checks for Intelligence and Wisdom based checks related to forest terrain; not considered difficult terrain; see page 91 of Player's Handbook.

Fighting Style: Archery +2.

Hunter: Horde Breaker gains second attack against a foe within 5' of first foe; Multiattack Defense gains +4 to AC if attack is subsequent to initial attack in the same turn by foe.

Primeval Awareness: can expend a spell slot = 1 minute/ spell slot to sense within 1 mile (6 miles in favored terrain) any aberrations, celestials, dragons, elementals, fey, fiends, and undead.

Extra Attack: Can attack twice on Attack action.

Alert: +5 to initiative; can't be surprised while conscious; hidden foes don't gain advantage on attack rolls as a result of being hidden.

