DnD

Ranger Abilities

**Ranger:**

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| 1 | Favored Enemy | Target one opponent in battle that target permanently receives bonus damage by +3 |
| 2 | Heighten Senses | Can sense nearby allies and enemies even hidden ones exception of elite enemies |
| 3 | Blast | Create a short burst of energy 5ft in front pushing an enemy back 5ft (OPR) |
| 4 | Combat style | Choose between Archery, Defense, or Dueling gain +2 in damage |
| 5 | Land Stride | Move through non magical barriers and rough terrain with no penalty. |
| 6 | Ignite | Shoot a blast of Sparks in a 10ft ark in front of you that burns enemies (OPR) |
| 7 | Camouflage | Hide yourself in your surroundings but you can’t move.  (must have access to natural materials) |
| 8 | Tame | Can tame a small to medium beast as a companion |
| 9 | Vanish | Can completely disappear from enemies and can’t be tracked |
| 10 | Whirlwind | Attack all enemies 5ft around you dealing equal damage and disarm them (OPD) |