

Cell 1	<p>Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.</p> <p>Favored Enemy. You have advantage on Survival checks to track your favored enemies, as well as on Intelligence checks to recall information about them.</p> <p>Undead. Natural Explorer. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: Difficult terrain doesn't slow your group's travel. Your group can't become lost except by magical means. Even when you are engaged in another activity while traveling, you remain alert to danger. If you are traveling alone, you can move stealthily at a normal pace. When you forage, you find twice as much food as you normally would. While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.</p> <p>Forest. Fighting Style. Archery. You gain a +2 bonus to attack rolls you make with ranged weapons. Primeval Awareness (Action). You can expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.</p> <p>Spiritual Curse. Whenever you take the Attack action, you can choose to make feral attacks in place of your normal attacks if you have at least one free hand. When you do this, the spiritual claws of the beast within manifest around your arm as you strike a creature within your reach. Make an attack roll (+1 vs AC). If you hit, the target takes 1d12+1 slashing damage. You can choose to use your bonus action to make an additional feral</p>
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attack if at least one feral  
 attack you've made during your turn  
 hits a creature. Whenever you kill a  
 creature with a feral attack,  
 you risk losing control of yourself and are  
 overwhelmed with a  
 compulsion to feast on the creature's spirit. If the  
 corpse of a creature you  
 have slain with a feral attack is within your reach  
 at the start of your turn  
 during the first minute after you have  
 killed it, your predatory spirit will  
 appear and feast using your  
 action, granting you 1 temporary hp. Once it  
 does this, you regain  
 control, and you can use a bonus action before  
 the end of your turn to  
 make one feral attack.  
 Cold Iron. The hoarfrost of the Huntsman's  
 domain infuses your mind  
 and body even as your soul fights within you. You  
 gain the following  
 benefits: Dark Hunter. You ignore disadvantage  
 on Perception checks  
 caused by dim lighting. Flawless Pursuit.  
 Whenever a hostile creature you  
 can see takes the Dash action,  
 you can use your reaction to move up to your  
 speed towards them, even  
 while mounted. Hunting Blind. You can create an  
 area of artificial camouflage  
 up to 10 feet in each dimension for  
 yourself and your allies over the course  
 of 1 minute. While within,  
 you gain advantage on Stealth checks and cannot  
 be detected by  
 scent. Winter's Might. You can add your Strength  
 modifier to your AC in place  
 of your Dexterity modifier, and you  
 can use your Strength modifier when  
 making attacks with  
 ranged weapons.

Cell 1

Cell 2