

THE ADAPTIVE RANGER

Seeing the unique identity that ranger has, many have come up with great ideas that flesh out that identity even further, adding unique new abilities which make the ranger even more fun to play. I love these brews, but I have sought out to create a ranger that envelopes the ideas of the original ranger and simply allows them to be used in more varied scenarios. The ranger is someone who uses cunning and experience to adapt to any situation and provide useful insight to the rest of the party, and I think these changes go a long way towards allowing a player to live that fantasy.

These changes do make this ranger somewhat more powerful than its original base, which is the PHB ranger. The most impactful changes here are the ones to *hunter's mark* and the ranger spells. If you find this ranger to be too powerful for your campaign, I would first revert the spell changes before trying anything else.

DESIGN GOALS

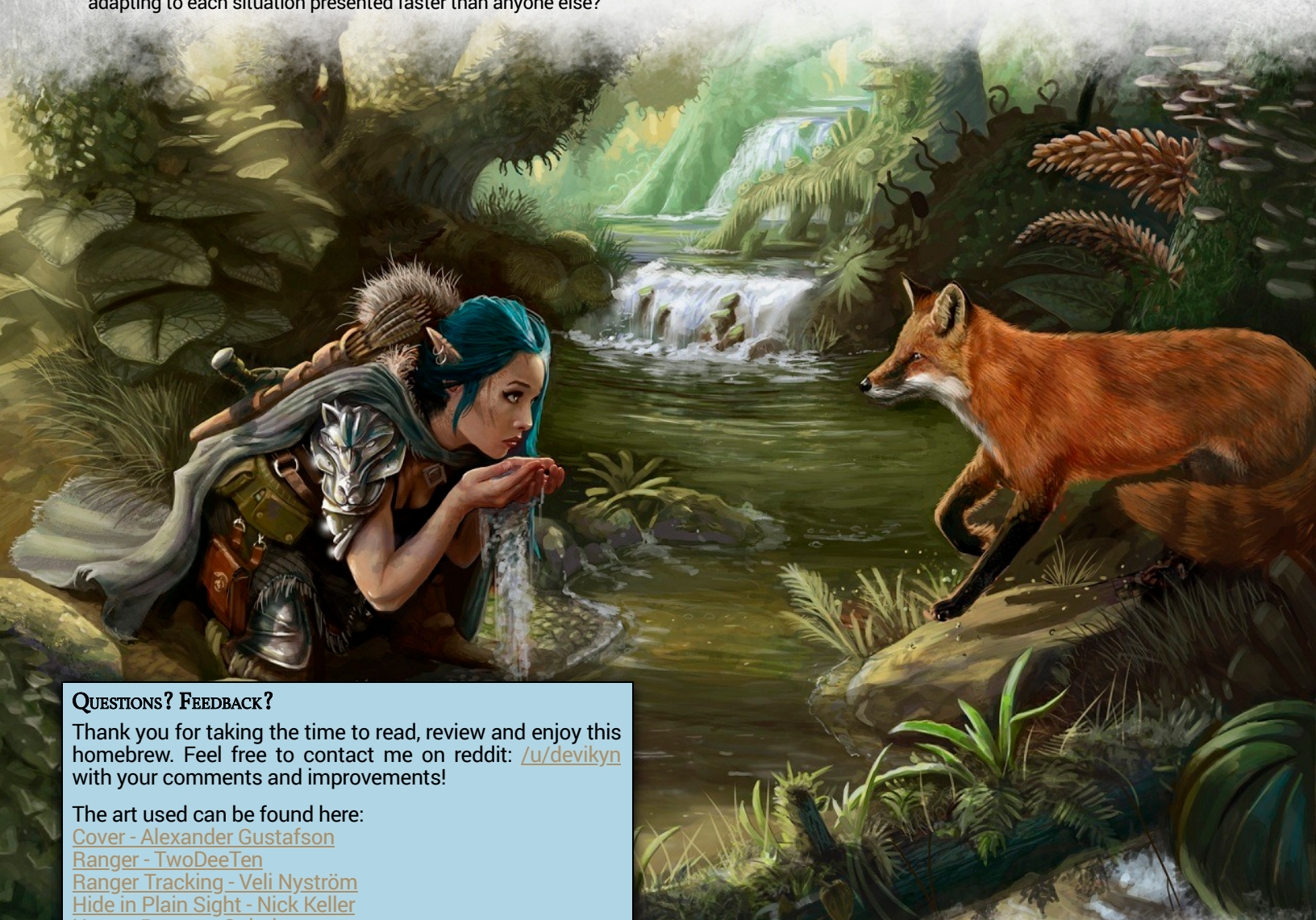
When I look at the ranger, I see a small list of fundamental issues. None of these have to do with the ranger's identity; they are all mechanical stumbling blocks that make the ranger hard to use. The problems I sought to fix when writing this brew are as follows:

- The ranger is supposed to be a skilled tracker and hunter. Their profession, and sometimes passion, lies in keeping the outskirts of civilization safe. It is also mentioned that they can often travel *between* civilizations, experiencing vastly different enemies and terrains. Why, then, do rangers turn a blind eye to all but one type of enemy, and one type of terrain? Shouldn't they be versatile, adapting to each situation presented faster than anyone else?

- Rangers' offensive capabilities are often relegated to debuff-attack, without much variety. This is because their spellcasting ability and many of their spells are heavily constrained, and I believe this is a reservation made for their combined ranged and tracking capabilities. However, in play, this leaves them a set of dull options that are almost entirely prevented from interacting with each other. Adding new ways to use their spells, and lifting some of the constraints, helps alleviate the issues.
- Their abilities are all passive. This makes them completely forgettable - as such, I've never met a ranger who remembers every passive benefit they get at all times, or a DM who can accurately account for a ranger. It also gives little incentive to role-play your class. Many people can compensate for this with clever character background, but a ranger's class is far less ingrained into the character's persona than, say, a druid or a paladin would be. You should feel like nobody can hide from you because of your skills, not simply be granted said skills without the satisfaction of earning them.

OTHER CHANGES

There are a few other changes here, which can be applied to other classes and were merely a liberty. The spell *healing spirit* has been nerfed to a level I feel comfortable with. You can also use the changes to Ranger's *spells known* with many different kinds of homebrew rangers, as well as the PHB and Revised rangers. The overhaul to the Beast Master archetype should work with any version of the Ranger out there. There may be other changes like these in the document, but these are the easiest to adapt to almost any game.



QUESTIONS? FEEDBACK?

Thank you for taking the time to read, review and enjoy this homebrew. Feel free to contact me on reddit: [/u/devikyn](https://www.reddit.com/user/devikyn) with your comments and improvements!

The art used can be found here:

[Cover - Alexander Gustafson](#)

[Ranger - TwoDeeTen](#)

[Ranger Tracking - Veli Nyström](#)

[Hide in Plain Sight - Nick Keller](#)

[Hunter Ranger - Golarion](#)

[Beast Master Ranger - DigitalSashimi](#)

Level	Proficiency Bonus	Features	Marks	—Spell Slots per Spell Level—				
				1st	2nd	3rd	4th	5th
1st	+2	Favored Enemy, Natural Explorer	—	—	—	—	—	—
2nd	+2	Fighting Style, Ranger's Mark, Spellcasting	1	2	—	—	—	—
3rd	+2	Ranger Archetype, Primeval Awareness	1	3	—	—	—	—
4th	+2	Ability Score Improvement	2	3	—	—	—	—
5th	+3	Extra Attack	2	4	2	—	—	—
6th	+3	Hide in Plain Sight, Land's Stride	2	4	2	—	—	—
7th	+3	Ranger Archetype feature	2	4	3	—	—	—
8th	+3	Ability Score Improvement	2	4	3	—	—	—
9th	+4	—	2	4	3	2	—	—
10th	+4	Evasion, Favored Enemy improvement	2	4	3	2	—	—
11th	+4	Ranger Archetype feature	2	4	3	3	—	—
12th	+4	Ability Score Improvement	3	4	3	3	—	—
13th	+5	—	3	4	3	3	1	—
14th	+5	Vanish	3	4	3	3	1	—
15th	+5	Ranger Archetype feature	3	4	3	3	2	—
16th	+5	Ability Score Improvement	3	4	3	3	2	—
17th	+6	—	3	4	3	3	3	1
18th	+6	Feral Senses	3	4	3	3	3	1
19th	+6	Ability Score Improvement	3	4	3	3	3	2
20th	+6	Foe Slayer	4	4	3	3	3	2

CLASS FEATURES

As a ranger, you have the following class features.

HIT POINTS

Hit Dice: 1d10 per ranger level

Hit Points at 1st Level: 10 + Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + Constitution modifier per ranger level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapon: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Dexterity

Skills: Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

EQUIPMENT

- (a) scale mail or (b) leather armor
- (a) two shortswords or (b) two simple melee weapons
- (a) a dungeoneer's pack or (b) an explorer's pack
- A longbow and a quiver of 20 arrows

Alternatively, you can forego the equipment from your class and background, and start with 5d4 x 10 gp.



FAVORED ENEMY

You have vast experience studying, tracking, and hunting creatures, allowing you to quickly adapt to different threats.

If you spend at least 10 minutes studying a creature's tracks, you automatically learn the creature's type, size, speeds, and its bonus to the Acrobatics and Athletics skills, if any. Creatures of that type then become your favored enemies, if you choose. Creatures of that type remain your favored enemies until you use this feature again on a creature of another type. You learn the same information about any favored enemy whose tracks you study for 1 minute, rather than 10.

You have advantage on Wisdom checks to track your favored enemies, as well as on Intelligence checks to recall information you have learned about them. While you are within 30 feet of a favored enemy that you are actively tracking, you can sense that creature's direction relative to you and distance in feet away from you.

Finally, once on each of your turns, you can choose one of your favored enemies within 90 feet of you that you can see. You have a +3 bonus to damage rolls with weapon attacks against that target until the start of your next turn. This bonus increases to +6 when you reach 10th level in this class.

NATURAL EXPLORER

You are particularly practiced at travelling through wildly varying natural environments, and are adept at traveling and surviving in such regions.

You gain proficiency with the Survival skill. If you already have proficiency, your proficiency bonus is doubled when you make ability checks using the skill.

Also, any groups that you travel with gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't be surprised while traveling, even when engaged in another activity (such as foraging, navigating, or tracking).
- Other creatures have disadvantage on ability checks made to track your group.

FIGHTING STYLE

At 2nd level, you adopt a particular style of fighting as your specialty. You can't take a Fighting Style option more than once, even if you later get to choose again.

Archery: You gain a +2 bonus to attack rolls you make with ranged weapons.

Defense: While you are wearing armor, you gain a +1 bonus to AC.

Dueling: While you have a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Two-Weapon Fighting: When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

RANGER'S MARK

Also at 2nd level, you can mystically mark a creature as your quarry, focusing your senses on hunting it and its brethren.

As a bonus action, choose a creature within 90 feet of you that you can see. For 1 hour, creatures of that type become your favored enemies in addition to any favored enemies you already have. You can't have more than one type of favored enemy from this feature at a time.

You can use this feature a number of times equal to the amount shown in the Marks column of the ranger table. You regain any expended uses when you finish a short or long rest.

SPELLCASTING

By the time you reach 2nd level, you learned to draw upon the magic inherent in nature, allowing you to cast spells.



PREPARING AND CASTING SPELLS

The Ranger table shows how many spell slots you have to cast your ranger spells. To cast one of your ranger spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of ranger spells that are available for you to cast, choosing from the ranger spell list. When you do so, choose a number of ranger spells equal to your Wisdom modifier + half your ranger level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

Casting the spell doesn't remove it from your list of prepared spells. You can change your list of prepared spells when you finish a long rest. Preparing a new list of ranger spells requires time spent in commune with the land: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your ranger spells, since your magic draws upon your attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a ranger spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

RANGER ARCHETYPE

At 3rd level, you choose an archetype that you strive to emulate, such as **Beast Master** or **Hunter**. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.



PRIMEVAL AWARENESS

Beginning at 3rd level, your connection to the natural world allows you to establish a powerful link with the land.

You can use your action to expand your awareness through the region around you. You sense whether the following types of creatures are present within 1 mile of you: aberrations, celestials, dragons, elementals, fey, fiends, monstrosities, oozes, and undead. This feature doesn't reveal the creatures' location or number, but it does reveal their type and their cardinal direction relative to you.

Once you've used this feature, you can't use it again until you finish a short or long rest. Alternatively, you can expend a spell slot to use this feature again without resting.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

HIDE IN PLAIN SIGHT

Starting at 6th level, you can spend 1 minute to don or doff camouflage over your armor and clothing. To do so, you must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. This camouflage lasts until you take a short or long rest.

While camouflaged in this way, you gain a +5 bonus to Dexterity (Stealth) checks while you press yourself against a natural, solid surface, such as a tree or stone wall, that is at least large enough to provide you cover.

To remain camouflaged in this way while within a creature's sight, you can't move more than 5 feet during a single turn or take any actions; once you do, you lose this benefit against that creature, and you cannot gain it again for that creature until you start one of your turns while unseen by the creature.

LAND'S STRIDE

Starting at 6th level, land around you recognizes you as its protector and provides you safe passage. You gain the following benefits:

- Moving through non-magical difficult terrain costs you no extra movement.
- You can pass through non-magical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.
- You have advantage on saving throws against plants that are magically created or manipulated to impede movement.
- You can't become lost while traveling, except by magical means.

EVASION

Beginning at 10th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an Ice Storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

VANISH

Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by non-magical means, unless you choose to leave a trail.

FERAL SENSES

At 18th level, when you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it. Additionally, you cannot have disadvantage on attack rolls against your favored enemies.

You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

FOE SLAYER

At 20th level, once per turn, you can add your Wisdom modifier to the attack and damage rolls of one weapon attack you make. You can do so after the attack roll, but before determining the attack's outcome.

Also, you can add an extra 5d8 damage to one damage roll you make. You can't do so again until you finish a short or long rest.

RANGER ARCHETYPES

At 3rd level, a ranger gains the Ranger Archetype feature. Below are revised options for this feature, which replace the Ranger Archetypes with the same name contained in the *Player's Handbook*. For other Ranger Archetype options, see the *Player's Handbook*, *Sword Coast Adventurer's Guide*, and *Xanathar's Guide to Everything*.

HUNTER

Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of The Wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering Giants and terrifying Dragons.



HUNTER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Hunter Spells table. The spell counts as a ranger spell for you, and it doesn't count against the number of ranger spells you know.

HUNTER SPELLS

Ranger Level	Spell
3rd	<i>expeditious retreat</i>
5th	<i>enlarge/reduce</i>
9th	<i>meld into stone</i>
13th	<i>locate creature</i>
17th	<i>scrying</i>

HUNTER'S PREY

At 3rd level, you gain one of the following features of your choice.

Colossus Slayer: Your tenacity can wear down the most potent foes. When you hit a creature with a weapon Attack, you can deal an extra 1d8 damage to the creature if it's below its hit point maximum. You can deal this extra damage only once per turn.

Predator Crusher: When a creature within 5 feet of you attacks you, you can use your reaction immediately after its attack to attempt to grapple that creature, provided that you can see the creature. If you succeed, the creature takes bludgeoning damage equal to your Strength or Dexterity modifier (your choice).

Horde Breaker: Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

DEFENSIVE TACTICS

At 7th level, you gain one of the following features of your choice.

Escape the Horde: Opportunity attacks against you are made with disadvantage, and when an opportunity attack misses you, your speed increases by 10 feet until the end of your turn.

Multiattack Defense: When a creature hits you with an attack, you gain a +4 bonus to your AC against all subsequent attacks made by that creature for the rest of the turn.

Steel Will: You have advantage on saving throws against being charmed and frightened.

MULTIATTACK

At 11th level, you gain one of the following features of your choice.

Volley: As an action, you can make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

Whirlwind Attack: As an action, you can make a melee attack against any number of creatures within reach of a weapon you are holding, with a separate Attack roll for each target.

SUPERIOR HUNTER'S DEFENSE

At 15th level, you gain one of the following features of your choice.

Stand Against the Tide: When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

Uncanny Dodge: When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.



BEAST MASTER

The Beast Master archetype embodies a friendship between the civilized races and the beasts of the world. United in focus, beast and ranger work as one to fight the monstrous foes that threaten civilization and the wilderness alike. Emulating the Beast Master archetype means committing yourself to this ideal, working in partnership with an animal as its companion and friend.

BEAST MASTER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Beast Master Spells table. The spell counts as a ranger spell for you, and it doesn't count against the number of ranger spells you know.

BEAST MASTER SPELLS

Ranger Level	Spell
3rd	<i>beast bond</i>
5th	<i>warding bond</i>
9th	<i>conjure animals</i>
13th	<i>dominate beast</i>
17th	<i>awaken</i>

ANIMAL COMPANION

Also at 3rd level, with 8 hours of uninterrupted work, you call forth an animal from the wilderness to serve as your faithful companion, bonding its soul with your own. Select your companion from any Small or larger single beast of challenge rating 1/4 or lower. However, your DM might only allow certain animals, based on the surrounding terrain and on what types of creatures would logically be present in the area. You can have only one animal companion at a time.

Your animal companion obeys your commands as best it can. The beast moves and acts during your turn, but you determine its actions, decisions, attitudes, and so on. You and your companion can move and act in any order you choose. If you are incapacitated or absent, your companion acts on its own.

Your companion's training to fight in unison with you imposes the following changes while it is bonded to you by this feature:

- It can't use its natural attack actions, but it can make unarmed strikes. Its damage die for its unarmed strikes becomes a d4.
- It is proficient in two saving throws and two skills of your choice, in addition to its normal saving throw and skill proficiencies.
- It understands one language of your choice that you can speak.
- It uses your proficiency bonus rather than its own for attacks, as well as saving throws and skills which it is proficient in.
- It adds your proficiency bonus to its armor class.

For each of your ranger levels above 3rd, your companion gains a hit die and its maximum hit points increase by an amount equal to its Constitution modifier plus your Wisdom modifier (minimum of 0).

Whenever you gain the Ability Score Improvement class feature from this class, your companion's abilities also improve; it can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. As normal, your companion can't increase an ability score above 20 using this feature unless its description specifies otherwise.

If your animal companion is ever slain, the magical bond you share allows you to return it to life when you finish a long rest. You can return an animal companion to life in this manner even if you do not possess any part of its body. If you use this ability to return a former companion to life while you already have a companion, your current companion leaves you and is replaced by the restored companion.

ON CREATURE PROFICIENCY

It can be difficult to discern a creature's proper bonuses. These tips will help you understand how proficiency and ability scores are applied to a creature's statistics. A creature's CR is equal to a character's level for the purposes of determining proficiency bonus, and its proficiency bonus can't be less than +2, regardless of its CR.

This calculation is incorporated into a creature's stat block for you. For example, a wolf's bite has bonus to hit of +4, a result of adding its proficiency bonus of +2 and its **Dexterity** modifier of +2. The wolf's bite saving throw DC is set to 11 (8 + its proficiency bonus + its **Strength** modifier). When you reach 5th level, your companion's proficiency bonus will increase to +3. This increases its bonus to hit to +5 and the saving throw DC of its bite to 12.

MASTER'S COMMAND

Also at 3rd level, you train your companion to follow certain commands in unison with you, improving your bond over time.

You have a number of Command Dice equal to half your ranger level + your Wisdom modifier. A command die is a d6, and it is used to issue most commands to your animal companion, which the animal has been trained to follow. You can issue one command to your companion per turn. When a command die is rolled, its use is expended. Your command die becomes a d8 when you reach 11th level in this class.

Your animal companion knows two beast commands of your choice, which are detailed below. It learns an additional command when you reach 7th, 11th, and 15th level in this class.

You regain expended command dice when you finish a long rest.

NATURE'S FURY

Starting at 7th level, your animal companion's attacks count as magical for the purposes of overcoming resistance to non-magical attacks and damage.

SHARE SPELLS

Beginning at 15th level, when you cast a spell that includes you as a target, you can also affect your animal companion with the spell if the animal is within 30 feet of you.

BEAST COMMANDS

The commands are listed in alphabetical order.

Attack. You can use your bonus action and roll a command die to issue this command. Your companion can use its action to take one of its natural attack actions. However, it can't use its Multiattack action, if it has one. If the attack hits, add the result of the command die to the damage roll.

Down. You can use your bonus action and roll a command die to issue this command. Your companion uses its reaction to fall prone and attempt to Hide, adding the result of the command die to its Dexterity (Stealth) check. The first attack it makes while hidden in this way also adds the result of the command die to its attack roll.

Find. You can use your bonus action and roll a command die to issue this command. Your companion uses its reaction to attempt to Search for hidden creatures or objects, adding the result of the command die to the skill check made for the Search.

Guard. You can use your bonus action and roll a command die to issue this command. Your companion uses its reaction to move up to its speed towards you, and until the start of your next turn, while you and your companion are within 5 feet of each other, you can add the result of the command die to your armor class.

Grab. When your companion makes an opportunity attack, you can use your reaction and roll a command die to issue this command. If the attack hits, your companion can attempt to grapple the target as part of the attack, adding the result of the command die to the skill check it makes for the attempt.

Rush. You can use your bonus action and roll a command die to issue this command. Your companion uses its reaction to take the Help action against a creature within its reach that it can see. If the next attack against the target hits, the attack deals extra damage equal to the result of the command die.

SPELLS

This section contains modifications to the ranger spell list and the spells listed below. See the *Player's Handbook* for details about spellcasting and for the ranger spell list.

RANGER SPELLS

1ST LEVEL

Hunter's Mark

SPELL DESCRIPTIONS

The descriptions are listed in alphabetical order.

CONJURE BARRAGE

3rd-level conjuration

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M (ammunition or a thrown weapon)

Duration: 1 round

You throw a piece of ammunition or a weapon you are holding, and a hazardous barrage of identical weapons bursts forth in a cone originating from you. Each creature in the area must make a Dexterity saving throw, taking 4d8 damage of the weapon's type on a failed save, or half as much damage on a successful one.

Until the end of your next turn, the area becomes covered with these weapons; when a creature enters the area for the first time on a turn or starts its turn there, you can cause one of the weapons to strike at the creature (no action required by you). Make a melee spell attack against the creature. On a hit, the target takes 2d6 damage of the weapon's type.

When the spell ends, weapons created by it disappear.

At Higher Levels. The initial damage of this spell increases by 1d8 for each spell slot level above 3rd.

CORDON OF ARROWS

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (one or more arrows/bolts)

Duration: 8 hours

You enchant up to four pieces of nonmagical ammunition - arrows or crossbow bolts - which hover near you for the duration. Until the spell ends, whenever a creature other than you comes within 30 feet of the ammunition for the first time on a turn or ends its turn there, one piece of ammunition flies up to strike it. The creature must succeed on a Dexterity saving throw or take 1d8 piercing damage. The piece of ammunition is then destroyed. The spell ends when no ammunition remains.

When you cast this spell, or as an action, you can plant any number of the pieces in the ground within 5 feet of you and lay magic upon them to protect an area.

When you cast this spell, you can designate any creatures you choose, and the spell ignores them.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the amount of ammunition that can be affected increases by two for each slot level above 2nd.

HEALING SPIRIT

2nd-level conjuration

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You call an intangible spirit to a cubic 5-foot space you can see. Until the spell ends, when you or a creature you can see moves into a space within 5 feet of the spirit for the first time on a turn or starts its turn there, you can use your reaction to cause the spirit to restore 1d6 hit points to that creature. The spirit can't heal constructs or undead.

As a bonus action, you can move the spirit up to 30 feet to a space you can see.

At Higher Levels. For each slot level above 2nd, the spirit can heal one additional creature when you use your reaction. Each creature must be within 5 feet of the spirit.

LIGHTNING ARROW

3rd-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a weapon capable of making ranged attacks)

Duration: Instantaneous

As part of the casting of this spell, you must make a ranged weapon attack with a ranged or thrown weapon you are holding against a creature within the weapon's range, or else the spell fails. The weapon (if thrown) or its ammunition transforms into a bolt of lightning which surges to the target, ignoring cover. On a hit, the target suffers the attack's normal effects and takes an additional 4d8 lightning damage. On a miss, the target takes half as much damage.

Hit or miss, each creature within 10 feet of the target must make a Dexterity saving throw. A creature takes 2d8 lightning damage on a failed save, or half as much damage on a successful one. The weapon or ammunition then returns to its normal form.

At Higher Levels. For each slot level above 3rd, the lightning damage dealt by this spell increases by 1d8.

ZEPHYR STRIKE

1st-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 1 minute

Winds sweep over you and carry your arms and legs, allowing you to quickly move and strike. Your movement does not provoke attacks of opportunity until the spell ends.

Immediately after you cast the spell, or as a bonus action once before the spell ends, you can move up to 30 feet and make one melee spell attack against a creature within 5 feet of you, dealing force damage equal to 1d8 plus your spellcasting ability modifier to the target on a hit.