

## Hunter's Mark

Beginning at 1<sup>st</sup> level, as a bonus action, you choose a creature you can see within 90 feet of you and mystically mark it as your quarry. Until the effect ends, you deal extra damage to the target whenever you hit it with weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. This ability requires Concentration and can last up to 1 hour for a single target. You can use this ability only a certain number of times per day, based on the table below, before needing to take a long rest and regain this ability. Beginning at 4<sup>th</sup> level, if the target drops to 0 hit points before this ability ends, you can use a bonus action on the same or a subsequent turn to mark a new creature, if you still have any uses of the Hunter's Mark ability left before needing to take a long rest. The amount of damage and the number of times you may use this ability before requiring a long rest to regain it are as follows:

<u>Range Level</u>	<u>Damage</u>	<u>Times/day</u>
1	1d6	1
2	1d6	1
3	1d6	1
4	1d6	2
5	1d8	2
6	1d8	2
7	1d8	2
8	1d8	3
9	2d4	3
10	2d4	3
11	2d4	3
12	2d4	4
13	2d6	4
14	2d6	4
15	2d6	4
16	2d6	5
17	2d8	5
18	2d8	5
19	2d8	5
20	2d8	6