CHARACTER NAME

RACE	LEVEL & CLASS	BACKGROUND
Half-Elf	3rd-Level Ranger (Hunter)	Outlander
SIZE	**DESCRIPTION**	**PLAYER**
Medium		

STRENGTH +1 (13)

DEXTERITY +3 (16)

CONSTITUTION +1 (12)

INTELLIGENCE -1 (8)

WISDOM +2 (14)

CHARISMA +1 (12)

+2 PROFICIENCY BONUS

SAVING THROWS

- (●) +3 Strength
- (●) +5 Dexterity
- ( ) ___ Constitution
- ( ) ___ Intelligence
- ( ) ___ Wisdom
- ( ) ___ Charisma

SKILLS

- ( ) ___ Acrobatics (Dex)
- ( ) ___ Animal Handling (Wis)
- ( ) ___ Arcana (Int)
- (●) +3 Athletics (Str)
- ( ) ___ Deception (Cha)
- ( ) ___ History (Int)
- (●) +4 Insight (Wis)
- ( ) ___ Intimidation (Cha)
- (●) +1 Investigation (Int)
- ( ) ___ Medicine (Wis)
- (●) +1 Nature (Int)
- (●) +4 Perception (Wis)
- ( ) ___ Performance (Cha)
- ( ) ___ Persuasion (Cha)
- ( ) ___ Religion (Int)
- ( ) ___ Sleight of Hand (Dex)
- (●) +5 Stealth (Dex)
- (●) +4 Survival (Wis)

14 PASSIVE WISDOM (PERCEPTION)

14 ARMOR CLASS

+3 (ADVANTAGE) INITIATIVE

30 FT SPEED

Hit Point Maximum **25**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **3D10**

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Longbow [1,4]	+7	1D8+3 piercing
Shortsword [2]	+5	1D6+3 piercing
Spellcasting [3]	+5	spell save DC 12

[1] You can fire a longbow 150 ft., or up to 600 ft. with disadvantage on the attack roll.

[3] You can wield both of your shortswords, one in each hand. When you do so, you can use a bonus action to make an extra attack.

[3] The spells you can cast are listed on the back of this sheet.

[4] **Fighting Style: Archery.** You gain a +2 bonus to ranged weapon attacks (already noted by the +7 for your longbow attack).

Spell Slots
(1st) (1st) (1st)

ATTACKS & SPELLCASTING

As the offspring of elves and humans, you exist between two cultures, embraced by neither. This is why, as a ranger, you find solace in the wilderness, where you stalk your enemies as silently as a wolf and strike with the precision of a viper.

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. You can't discern colour in darkness, only shades of gray.

Fey Ancestry

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Favoured Enemy

You gain a +2 bonus to weapon damage against beasts. Plus, you have advantage on Wisdom (Survival) checks to track beasts, as well as on Intelligence checks to recall information about them.

Natural Explorer

- You ignore difficult terrain
- On your first turn in combat, you have advantage on attack rolls against creatures that have not yet acted.
- Your group can't become lost in the wilderness.
- If you travel alone, you move stealthily at your normal speed.

Primeval Awareness

- You can communicate with animals, which see a kindred spirit in you.
- Meditating for 1 minute allows you to sense the number and direction of beasts within 5 miles.

Colossus Slayer (1/turn)

When you hit a creature (that is already below its hit point maximum) with a weapon attack, you deal an extra 1D8 damage.

Wanderer

You have an excellent memory for maps and you can always recall the general layout of terain, settlements, and other features around you.

In the wild, you can find food and water for yourself and up to five other people each day.

FEATURES & TRAITS

Proficiencies. Light armour, medium armour, shields, simple weapons, martial weapons, panflute.

Languages. Common, Elvish, Orcish, Sylvan, Dwarvish.

OTHER PROFICIENCIES & LANGUAGES

Outlander's Gear
- Hunting trap
- Hunting trophy: _____
- Traveler's clothes
- Belt pouch

Ranger's Gear
- Leather armour
- Shortswords x 2
- Longbow, arrows { □□□□□□□□□□ / □□□□□□□□□□

Explorer's Pack
- Bedroll
- Mess kit
- Tinderbox
- Torches x 10
- Rations x 10 days' worth
- 50 ft. of rope

Wealth
- 10 gold pieces

EQUIPMENT

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Pre-generated character sheet prepared by joe.nittoly.ca

Spells

Cure Wounds

1st-level evocation
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

A creature you touch regains 1d8+3 hit points. This spell has no effect on undead or constructs.

Hail of Thorns

1st-level conjuration
Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

The next time you hit a creature with a ranged weapon attack before the spell ends, this spell creates a rain of thorns that sprouts from your ranged weapon or ammunition.

In addition to your longbow's normal damage, your target and each creature within 5 ft. of it makes a Dexterity saving throw.

Your target takes 1d10 piercing damage on a failed save, or ½ that on a success.

Speak with Animals

1st-level divination (ritual)
Casting Time: 1 action
Range: Self
Components: V, S
Duration: 10 minutes

You gain the ability to comprehend and verbally communicate with beasts for the duration.

The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day.

You might be able to persuade a beast to perform a small favor for you, at the GM's discretion.