

HUMAN RACE

RANGER (MONSTER SLAYER), 3RD-LEVEL

HERMIT BACKGROUND

AS A RANGER, YOU ARE AT HOME IN THE WILDERNESS, STALKING SILENT AS A WOLF AND

SKULKER. YOU ARE AN EXPERT AT STALKING

· YOU CAN TRY TO HIDE WHEN YOU ARE LIGHTLY

OBSCURED FROM THE CREATURE FROM WHICH

· WHEN YOU ARE HIDDEN FROM A CREATURE AND

MISS IT WITH A RANGED WEAPON ATTACK,

MAKING THE ATTACK DOESN'T REVEAL YOUR

· DIM LIGHT DOESN'T IMPOSE DISADVANTAGE ON YOUR PERCEPTION CHECKS RELYING ON SIGHT.

FAVOURED ENEMY. YOU GAIN A +2 BONUS TO WEAPON

ADVANTAGE ON WISDOM (SURVIVAL) CHECKS TO TRACK

ATTACK DAMAGE AGAINST BEASTS. PLUS, YOU HAVE

BEASTS, AS WELL AS ON INTELLIGENCE CHECKS TO

NATURAL EXPLORER. YOU ARE A MASTER OF

NAVIGATING THE NATURAL WORLD, GAINING THE

· YOU HAVE ADVANTAGE ON INITIATIVE ROLLS

· ON YOUR FIRST TURN IN COMBAT, YOU HAVE ADVANTAGE ON ATTACK ROLLS AGAINST CREATURES

· YOUR GROUP CAN'T BECOME LOST IN THE

WILDERNESS, EXCEPT BY MAGICAL MEANS.

STEALTHILY AT YOUR NORMAL SPEED.

NOTED IN YOUR CHARACTER SHEET).

· IF YOU ARE TRAVELING ALONE, YOU CAN MOVE

FIGHTING STYLE: ARCHERY. YOU GAIN A +2 BONUS TO ATTACK ROLLS MADE WITH RANGED WEAPONS (ALREADY

RECALL INFORMATION ABOUT THEM.

· YOU IGNORE DIFFICULT TERRAIN

THAT HAVE NOT YET ACTED.

FOLLOWING BENEFITS:

THROUGH THE SHADOWS.

YOU ARE HIDING.

STRIKING SWIFTLY FROM THE SHADOWS.

MEDIUM

DESCRIPTION PLAYER

CHARACTER NAME

























PROFICIENCY BONUS

- +4_ Strength O <u>+5</u> Dexterity
- Constitution
- _ Intelligence
- O ____ Wisdom
- O ____ Charisma

SAVING THROWS



- __ Arcana (Int)
- O ____ Athletics (Str)
- _ Deception (Cha)
- O ____ History (Int)
- O ____ Insight (Wis)
- O _____ Intimidation (Cha)
- _ Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- Perception (Wis)
- Performance (Cha)
- Persuasion (Cha) Religion (Int)
- _ Sleight of Hand (Dex)
- Survival (Wis)

SKILLS

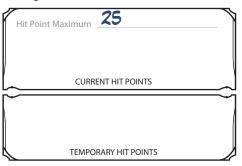


PASSIVE WISDOM (PERCEPTION)

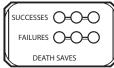












NAME	ATK BONUS	DAMAGE/TYPE
LONGBOW 1	+7	1D8+3 PIERCING
SHORTSWORD 2	+5	1D6+3 PIERCING
SPELLCASTING 3	+4	SPECIAL

- YOU CAN FIRE A LONGBOW 150 FT., OR UP TO 600 FT. WITH DISADVANTAGE ON THE ATTACK ROLL.
- 2 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, BUT ON A HIT, THE DAMAGE ROLL FOR THE EXTRA ATTACK DOES NOT INCLUDE YOUR ABILITY MODIFIER.
- ³ YOUR **SPELLCASTING ABILITY** IS **WISDOM.** WHEN CASTING A SPELL THAT REQUIRES YOUR TARGET TO MAKE A SAVING THROW, YOUR SPELL SAVE DC IS 12. YOU REGAIN EXPENDED SPELL SLOTS AFTER A LONG REST.

SPELL SLOTS

(1ST) (1ST) (1ST)

ATTACKS & SPELLCASTING

LEATHER ARMOUR SHORTSWORDS (2) LONGBOW

HUNTER'S SENSE. AS AN ACTION, CHOOSE ONE CREATURE YOU CAN SEE WITHIN 60 FT. OF YOU. YOU IMMEDIATELY LEARN WHETHER THE CREATURE HAS ANY DAMAGE IMMUNITIES. RESISTANCES, OR VULNERABILITIES AND WHAT

THEY ARE. IF THE CREATURE IS HIDDEN FROM DIVINATION MAGIC, YOU SENSE THAT IT HAS NO DAMAGE IMMUNITIES, RESISTEANCE, OR VULNERABILITIES. YOU CAN USE THIS FEATURE TWICE PER LONG REST.

SLAYER'S PREY. AS A BONUS ACTION, YOU DESIGNATE ONE CREATURE YOU CAN SEE WITHIN 60 FT. OF YOU AS THE TARGET OF THIS FEATURE. THE FIRST TIME EACH TURN THAT YOU HIT THAT TARGET WITH A WEAPON ATTACK, IT TAKES AN EXTRA IDG DAMAGE FROM THE WEAPON. THIS BENEFIT LASTS UNTIL YOU FINISH A SHORT OR LONG RESAT, AND ENDS EARLY IF YOU DESIGNATE A DIFFERENT CREATURE.

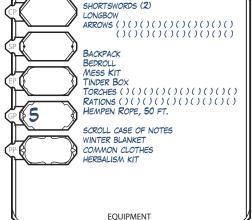
PRIMEVAL AWARENESS. YOU HAVE AN INNATE ABILITY TO COMMUNICATE WITH ANIMALS, AND THEY RECOGNIZE YOU AS A KINDRED SPIRIT. ADDITIONALLY, BY SPENDING A MINUTE IN MEDITATION, YOU CAN SENSE THE NUMBER AND DIRECTION OF ANY BEASTS WITHIN 5 MILES OF YOU.

FEATURES & TRAITS

PROFICIENCIES. LIGHT ARMOUR, MEDIUM ARMOUR, SHIELDS: HERBALISM KIT

LANGUAGES. COMMON, SYLVAN, ELEMENTAL

OTHER PROFICIENCIES & LANGUAGES



SPELLS

CURE WOUNDS

IST-LEVEL EVOCATION
CASTING TIME: 1 ACTION
RANGE: TOUCH
COMPONENTS: V, S
DURATION: INSTANTANEOUS

A CREATURE YOU TOUCH REGAINS 108+2 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 THE NORMAL EFFECT OF THE ATTACK, THE TARGET OF THE ATTACK AND EACH CREATURE WITHIN 5 FEET OF IT MUST MAKE A DEXTERITY SAVING THROW. A CREATURE TAKES 1D10 PIERCING DAMAGE ON A FAILED SAVE, OR HALF AS MUCH DAMAGE ON A SUCCESSFUL ONE.

ENSNARING STRIKE

IST-LEVEL CONJURATION

CASTING TIME: I BONUS ACTION

RANGE: SELF

COMPONENTS: V

DURATION: CONCENTRATION, UP TO 1 MINUTE

THE NEXT TIME YOU HIT A CREATURE WITH A WEAPON ATTACK BEFORE THIS SPELL ENDS, A WRITHING MASS OF THORNY VINES APPEARS AT THE POINT OF IMPACT, AND THE TARGET MUST SUCCEED ON A DC 12 STRENGTH SAVING THROW OR BE RESTRAINED BY THE MAGICAL VINES UNTIL THE SPELL ENDS. A LARGE OR LARGER CREATURE HAS ADVANTAGE ON THIS SAVING THROW. IF THE TARGET SUCCEEDS ON THE SAVE, THE VINES SHRIVEL AWAY.

WHILE RESTRAINED BY THIS SPELL, THE TARGET TAKES ID6 PIERCING DAMAGE AT THE START OF EACH OF ITS TURNS. A CREATURE RESTRAINED BY THE VINES OR ONE THAT CAN TOUCH THE CREATURE CAN USE CAN USE ITS ACTION TO MAKE A DC 12 STRENGTH CHECK. ON A SUCCESS, THE TARGET IS FREED.

PROTECTION FROM EVIL AND GOOD

IST-LEVEL ABJURATION
CASTING TIME: 1 ACTION
RANGE: TOUCH
COMPONENTS: V, S, M
DURATION: CONCENTRATION, UP TO 1 HOUR

UNTIL THE SPELL ENDS, ONE WILLING CREATURE YOU TOUCH IS PROTECTED AGAINST CERTAIN TYPES OF CREATURES: ABERRATIONS, CELESTIALS, ELEMENTALS, FEY, FIENDS, AND UNDEAD.

THE PROTECTION GRANTS SEVERAL BENEFITS. CREATURES OF THOSE TYPES HAVE DISDVANTAGE ON ATTACK ROLLS AGAINST THE TARGET. THE TARGET ALSO CAN'T BE CHARMED, FRIGHTENED, OR POSSESSED BY THEM. IF THE TARGET IS ALREADY CHARMED, FRIGHTENED, OR POSSESSED BY SUCH A CREATURE, THE TARGET HAS ADVANTAGE ON ANY NEW SAVING THROW AGAINST THE RELEVENT EFFECT.