

HALF-ELF

3RD-LEVEL RANGER (HUNTER)

OUTLANDER BACKGROUND

MEDIUM

DESCRIPTION

PLAYER

CHARACTER NAME

PROFICIENCY BONUS



+3 Strength

O <u>+5</u> Dexterity

Constitution _ Intelligence

O ____ Wisdom

O ____ Charisma

SAVING THROWS



12

INTELLIGENCE

8

WISDOM

14

CHARISMA

_ Acrobatics (Dex)

O ____ Animal Handling (Wis)

___ Arcana (Int)

+3 Athletics (Str)

_ Deception (Cha)

O ____ History (Int)

___ Intimidation (Cha)

Investigation (Int)

_ Medicine (Wis)

Nature (Int)

+4 Perception (Wis)

Performance (Cha)

Persuasion (Cha)

O ____ Religion (Int)

_ Sleight of Hand (Dex)

● +5 Stealth (Dex)

Survival (Wis)

SKILLS

PASSIVE WISDOM

(PERCEPTION)

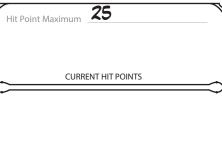
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INITIATIVE

FEET SPEED



TEMPORARY HIT POINTS

I WATCH OVER MY FRIENDS AS IF THEY WERE A LITTER OF NEWBORN PUPS.

I'M DRIVEN BY THE WANDERLUST THAT LEAD ME AWAY FROM HOME.

PERSONALITY TRAITS

CHANGE. LIFE IS LIKE THE SEASONS, IN CONSTANT CHANGE. AND WE MUST CHANGE WITH IT.

IDEALS

AN INJURY TO THE UNSPOILED WILDERNESS OF MY HOME IS AN INJURY TO ME.

RONDS

I AM SLOW TO TRUST MEMBERS OF OTHER RACES, TRIBES AND SOCIETIES.

FLAWS





ATK BONUS DAMAGE/TYPE LONGBOW +7 1D8+3 PIERCING +5 SHORTSWORD 2 1D6+3 PIERCING SPELLCASTING 3 +5 VARIARI.F

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.

PREPARED SPELLS. YOU CAN CAST CURE WOUNDS, HAIL OF THORNS, AND SPEAK WITH ANIMALS.

> SPELL SLOTS (1st) (1st) (1st)

ATTACKS & SPELLCASTING

DARKVISION. YOU HAVE SUPERIOR VISION IN DARK AND DIM CONDITIONS. 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 ATTACK 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 ARE A MASTER OF NAVIGATING THE NATURAL WORLD, GAINING THE FOLLOWING BENEFITS:

· YOU IGNORE DIFFICULT TERRAIN

· YOU HAVE ADVANTAGE ON INITIATIVE ROLLS

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, EXCEPT BY MAGICAL MEANS.

· IF YOU ARE TRAVELING ALONE. YOU CAN MOVE STEALTHILY AT YOUR NORMAL SPEED.

FIGHTING STYLE: ARCHERY. YOU GAIN A +2 BONUS TO ATTACK ROLLS MADE WITH RANGED WEAPONS (ALREADY NOTED IN YOUR CHARACTER SHEET).

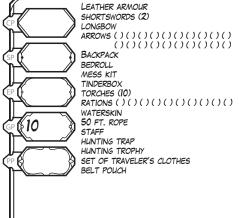
PRIMEVAL AWARENESS. YOU HAVE AN INNATE ABILITY TO COMMUNICATE WITH ANIMALS, AND THEY RECOGNIZE YOU AS A KINDRED SPIRIT. ADDITIONALLY, BY SPENDING A MINUTE IN MEDITATION, YOU CAN SENSE THE NUMBER AND DIRECTION OF ANY BEASTS WITHIN 5 MILES OF YOU.

COLOSSUS SLAYER. ONCE PER TURN, WHEN YOU HIT A CREATURE WITH A WEAPON ATTACK, YOU CAN DEAL AN EXTRA 1D8 DAMAGE IF IT IS BELOW ITS HIT POINT MAXIMUM.

WANDERER YOU HAVE AN EXCELLENT MEMORY FOR MAPS AND GEOGRAPHY AND YOU CAN ALWAYS RECALL THE GENERAL LAYOUT OF TERAIN, SETTLEMENTS, AND OTHER FEATURES AROUND YOU. IN ADDITION, YOU CAN FIND FOOD AND FRESH WATER FOR YOURSELF AND UP TO FIVE OTHER PEOPLE EACH DAY, PROVIDED THAT THE LAND OFFERS BERRIES, SMALL GAME, WATER, AND SO FORTH.

FEATURES & TRAITS

PROFICIENCIES. LIGHT ARMOUR, MEDIUM ARMOUR,



SHIELDS, SIMPLE WEAPONS, MARTIAL WEAPONS, PANFLUTE. LANGUAGES. COMMON, ELVISH, ORCISH, SYLVAN, DWARVISH

OTHER PROFICIENCIES & LANGUAGES

NTED TO PHOTOCOPY FOR PERSONAL USE ONLY.

PRE-GENERATED CHARACTER SHEET PREPARED BY JOE.NITTOLY.CA

EQUIPMENT

PREPARED 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 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.

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.