

Ranger

CHARACTER NAME

Ranger 2

CLASS & LEVEL

PLAYER NAME

Elf

SPECIES

Guide

BACKGROUND

(Milestone)

EXPERIENCE POINTS

STRENGTH

10

+0

DEXTERITY

16

+3

CONSTITUTION

14

+2

INTELLIGENCE

10

+0

WISDOM

15

+2

CHARISMA

10

+0

- ☐ +3 Strength
- ☐ +5 Dexterity
- ☐ +2 Constitution
- ☐ +1 Intelligence
- ☐ +2 Wisdom
- ☐ +0 Charisma

Saving Throw Modifiers
Advantage Made to avoid or end the Charmed condition

SAVING THROWS

- ☐ +3 Acrobatics DEX
- ☒ +4 Animal Handling WIS
- ☐ +0 Arcana INT
- ☐ +0 Athletics STR
- ☐ +0 Deception CHA
- ☐ +0 History INT
- ☒ +4 Insight WIS
- ☐ +0 Intimidation CHA
- ☐ +0 Investigation INT
- ☐ +2 Medicine WIS
- ☒ +2 Nature INT
- ☒ +6 Perception WIS
- ☐ +0 Performance CHA
- ☐ +0 Persuasion CHA
- ☐ +0 Religion INT
- ☐ +3 Sleight of Hand DEX
- ☒ +5 Stealth DEX
- ☒ +4 Survival WIS
- ☐ _____
- ☐ _____
- ☐ _____

SKILLS

+3

INITIATIVE

ARMOR

15

CLASS

Immunities - Magical Sleep

DEFENSES

HEROIC INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

35 ft. (Walking)

SPEED

=== BONUS ACTIONS ===

Hunter's Mark • 2 / Long Rest [] []
You always have Hunter's Mark prepared and can cast it without expending a spell slot.

Spell attack bonus: +4
spell save DC: 12

Spell slots available: 2 [] []

Cantrips (at will): Druidcraft, Poison Spray, Thorn Whip

LVL 1 spells (use spell slot): Ensnaring Strike, Entangle, Hail of Thorns, Hunters Mark, Speak with Animals

Longbow (Slow)
Slow. If you hit a creature with a Longbow and deal damage to it, you can reduce its Speed by 10 feet until the start of your next turn. If the creature is hit more than once by weapons that have this property, the Speed reduction doesn't exceed 10 feet.

Spear (Sap) •
Sap. If you hit a creature with a Spear, that creature has Disadvantage on its next attack roll before the start of your next turn.

ACTIONS

=== ARMOR & WEAPONS ===

Light Armor, Medium Armor, Shields, Martial Weapons, Simple Weapons

=== TOOLS ===

Cartographer's Tools

=== LANGUAGES ===

Common, Common Sign Language, Elvish, Giant, Orc

=== ACTIONS ===

Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact

PROFICIENCIES & TRAINING

16

PASSIVE PERCEPTION

14

PASSIVE INSIGHT

11

PASSIVE INVESTIGATION

Darkvision 60 ft.

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Dagger

+5

1d4+3 Piercing

Range (20/60)

Longbow

+7

1d8+3 Piercing

Slow, Range (150/600), Hail of Thorns*

Spear

+2

1d6 Piercing

Sap, Range (20/60), Ensnaring Strike*

Poison Spray

+4

1d12 Poison

30 ft.

Thorn Whip

+4

1d6 Piercing

30 ft.

Unarmed Strike

+1

0 Bludgeoning

WEAPON ATTACKS & CANTRIPS

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=== CANTRIPS ===

Druidcraft

1 action, 30 ft, v/s, instant

Choose: Weather Sensor, Bloom, Sensory Effect, Fire Play.

Poison Spray

1 action, 30 ft, V/S, instant, +4 to hit

Make a ranged spell attack against the target. On a hit, the target takes 1d12 Poison damage.

Thorn Whip

1 action, 30 ft, V/s/m, instant, +4 to hit

Make a melee spell attack against the target. On a hit, the target takes 1d6 Piercing damage, and if it is Large or smaller, you can pull it up to 10 feet closer to you.

=== LVL 1 SPELLS ===

Ensnaring Strike

1 bonus action after hitting a creature with a weapon self, V, con upto 1 minute, STR12

As you hit the target, grasping vines appear on it, and it makes a Strength saving throw. A Large or larger creature has Advantage on this save. On a failed save, the target has the Restrained condition until the spell ends. On a successful save, the vines shrivel away, and the spell ends.

While Restrained, the target takes 1d6 Piercing damage at the start of each of its turns. The target or a creature within reach of it can take an action to make a Strength (Athletics) check against your spell save DC. On a success, the spell ends.

Hail of Thorns

1 bonus action after hitting a creature with a ranged weapon, Self, V, instant, DEX12

As you hit the creature, this spell creates a rain of thorns that sprouts from your Ranged weapon or ammunition. The target of the attack and each creature within 5 feet of it make a Dexterity saving throw, taking 1d10 Piercing damage on a failed save or half as much damage on a successful one.

Hunter's Mark

1 bonus action, 90 ft, v, con upto 1 hour

Until the spell ends, you deal an extra 1d6 Force damage to the target whenever you hit it with an attack roll. You also have Advantage on any Wisdom (Perception or Survival) check you make to find it. If the target drops to 0 Hit Points before this spell ends, you can take a Bonus Action to move the mark.

Entangle

1 action, v/s, 90ft/20ft cube, con upto 1 min, STR 12 Grasping plants sprout from the ground in a 20-foot square within range. For the duration, these plants turn the ground in the area into Difficult Terrain. They disappear when the spell ends.

Each creature (other than you) in the area when you cast the spell must succeed on a Strength saving throw or have the Restrained condition until the spell ends. A Restrained creature can take an action to make a Strength (Athletics) check against your spell save DC. On a success, it frees itself from the grasping plants and is no longer Restrained by them.

Speak with Animals (Ritual)

1 action, self, v/s, 10 minutes

For the duration, you can comprehend and verbally communicate with Beasts, and you can use any of the Influence action's skill options with them.

Most Beasts have little to say about topics that don't pertain to survival or companionship, but at minimum, a Beast can give you information about nearby locations and monsters, including whatever it has perceived within the past day.

FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP 0	Studded Leather	1	13 lb.	Bedroll	1	7 lb.
SP 0	Dagger	1	1 lb.	Tinderbox	1	1 lb.
EP 0	Spear	1	3 lb.	Torch	10	10 lb.
GP 10	Longbow	1	2 lb.	Waterskin	1	5 lb.
PP 0	Backpack	1	5 lb.			
	Quiver	1	1 lb.			
	Cartographer's Tools	1	6 lb.			
	Bedroll	1	7 lb.			
	Tent	1	20 lb.			
	Arrows	20	1 lb.			
	Sprig of Mistletoe	1	--			
	Traveler's Clothes	1	4 lb.			
	Oil	2	2 lb.			
	Rations	10	20 lb.			
	Rope	1	5 lb.			

EQUIPMENT