CHARACTER NAME

BACKGROUND: Wood Elf | CLASS: Ranger | SPECIES | SUBCLASS: Hunter | LEVEL | XP

ARMOR CLASS: 15 (SHIELD)

HIT POINTS: CURRENT | TEMP | MAX

HIT DICE: SPENT | d10 (x Level) | MAX

DEATH SAVES: SUCCESSES | FAILURES

HP = 8 x Level + 4

DUNGEONS & DRAGONS

PROFICIENCY BONUS +2 (+3 at Level 5)

STRENGTH +1 MODIFIER | 12 SCORE
- ⊗ Saving Throw
- ⊗ Athletics

DEXTERITY +4 (18) at Level 4 | +3 MODIFIER | 17 SCORE
- ⊗ Saving Throw
- ○ Acrobatics
- ○ Sleight of Hand
- ⊗ Stealth

CONSTITUTION +2 MODIFIER | 14 SCORE
- ○ Saving Throw

HEROIC INSPIRATION

INTELLIGENCE +0 MODIFIER | 10 SCORE
- ○ Saving Throw
- ○ Arcana
- ○ History
- ⊗ Investigation
- ⊗ Nature
- ○ Religion

WISDOM +2 MODIFIER | 14 SCORE
- ○ Saving Throw
- ⊗ Animal Handling
- ⊗ Insight
- ○ Medicine
- ⊗ Perception [Level 2] +6 [Level 5] +8
- ⊗ Survival

CHARISMA -1 MODIFIER | 8 SCORE
- ○ Saving Throw
- ○ Deception
- ○ Intimidation
- ○ Performance
- ○ Persuasion

INITIATIVE +3 (+4 (18) at Level 4)

SPEED 35

SIZE Medium

PASSIVE PERCEPTION 14 ([Level 2] 16, [Level 5] 18)

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
Long Bow	+5 ([Level 2] +7, [Level 4] +8, [Level 5] +9)	1d8+3 Piercing ([Level 4] +4)	120/600ft., Slow
Shortsword	+5 ([Level 4] +6, [Level 5] +7)	1d6+3 Slashing ([Level 4] +4)	Vex

CLASS FEATURES PHB pg. 69

[Level 1] Favored Enemy: Cast Hunter's Mark 2/Long Rest (no spell slot) [Level 5: 3/Long Rest]

[Level 1] Weapon Masteries
- Slow: On damage, target's speed reduced by 10 ft.
- Vex: On hit, adv. on next hit against target

[Level 3] Hunter's Lore. Learn resistance, immunity, vulnerability of *Hunter's Mark* target.

[Level 3] Hunter's Prey. Pick one after Long/Short Rest:
- Colossus Slayer. Once per turn, deal 1d8 extra damage to target with missing HP
- Horde Breaker. Once per turn, make another attack against a different creature within 5ft. of target

[Level 5] Extra Attack. Attack twice per Action

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING: Light | Medium | Heavy | Shields

WEAPONS

simple weapons, martial weapons

TOOLS

Cartographer's Tools

SPECIES TRAITS PHB, pg. 189

[Level 1] Wood Elf Traits
- **Darkvision** 60 ft.
- **Elven Lineage**: *Druidcraft* cantrip; *Longstrider*; [Level 3] *Pass without Trace*; each once per Long Rest or via spell slot
- **Fey Ancestry**: Adv. vs. Charmed
- **Trance:** 4 hrs. as 8 hrs. sleep

FEATS

[Level 1] Magic Initiate (Druid) [PHB 2024, p. 201]: *Produce Flame*, *Guidance*; *Cure Wounds* once/Long Rest for free

[Level 2] Fighting Style: Archery. +2 to Ranged Attacks with weapons

[Level 4] Sharpshooter. No disadv. on Ranged Attacks in melee, ignore half and three-quarters cover, no disadv. for long range

Wisdom

SPELLCASTING ABILITY

+2	SPELLCASTING MODIFIER
12	SPELL SAVE DC [Level 5] 13
+4	SPELL ATTACK BONUS [Level 5] +5



SPELL SLOTS

	Total	Expended
Level 1		
Level 2		
Level 3		

[Level 1] 2x 1st-Level Slots
[Level 3] 3x 1st-Level Slots
[Level 5] 4x 1st-Level + 2x 2nd-Level

CANTRIPS & PREPARED SPELLS

Level	Name	Casting Time	Range	Concentration, Ritual & Required Material	Notes
0	Guidance			C R M	
0	Produce Flame			C R M	
0	Druidcraft			C R M	
1	Hunter's Mark			C R M	
1	Longstrider			C R M	
1	Entangle			C R M	
1	Hail of Thorns			C R M	
1	Cure Wounds			R M	
1	[Level 2] Ensnaring Strike			R M	
1	[Level 3] Fog Cloud			R M	
1	[Level 4] Speak with Animals			C R M	Unprepare at Level 5
2	[Level 5] Pass Without a Trace			C R M	
2	[Level 5] Summon Beast			C R M	
2	[Level 5] Spike Growth			C R M	

APPEARANCE

BACKSTORY & PERSONALITY

Alignment

LANGUAGES

Common, Elvish, Draconic, [Level 2]: Goblin, Orc

EQUIPMENT

leather armor (AC 11), studded leather (AC 12), scimitar, shortsword, two (2) shortswords, longbow and 20 arrows, explorer's pack (backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days' rations, waterskin, 50 feet of hempen rope on the side), ammunition: arrows (20), bedroll, belt pouch, set of traveler's clothes, druidic focus: sprig of mistletoe, quiver, tent (two-person).

1 potion of healing

~~Magic~~ Item Attunement

COINS

CP	SP	EP	GP	PP
			15	

TM & © 2024 Wizards of the Coast LLC. Illustrations by Richard Whitters.
670D3898000001 EN