

Ranger1

CHARACTER NAME

Ranger 20

CLASS & LEVEL

Tabaxi

RACE

Mercenary Veteran

BACKGROUND

Neutral good

ALIGNMENT

Ben

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+0

10

DEXTERITY

+3

17

CONSTITUTION

+2

14

INTELLIGENCE

+1

13

WISDOM

+1

12

CHARISMA

+0

11

0

INSPIRATION

+6

PROFICIENCY BONUS

- ☒ +6 Strength
- ☒ +9 Dexterity
- ☐ +2 Constitution
- ☐ +1 Intelligence
- ☐ +1 Wisdom
- ☐ +0 Charisma

SAVING THROWS

- ☐ +3 Acrobatics (Dex)
- ☒ +7 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☒ +6 Athletics (Str)
- ☐ +0 Deception (Cha)
- ☐ +1 History (Int)
- ☐ +1 Insight (Wis)
- ☐ +0 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☒ +7 Nature (Int)
- ☒ +7 Perception (Wis)
- ☐ +0 Performance (Cha)
- ☒ +6 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☒ +9 Stealth (Dex)
- ☒ +7 Survival (Wis)

SKILLS

15

ARMOR CLASS

+3

INITIATIVE

30 (20 climb)

SPEED

Hit Point Maximum 147

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 20d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

TODO: How does your character behave? See the PHB for examples of all the sections below

PERSONALITY TRAITS

TODO: What does your character believe in?

IDEALS

TODO: Describe what debts your character has to pay, and other commitments or ongoing quests they have.

BONDS

TODO: Describe your characters interesting flaws.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Longbow

+11

1d8+3/p

Armor: Studded leather armor
Shield: None
TODO: Describe how your character usually attacks or uses spells.

ATTACKS & SPELLCASTING

17

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Light armor, medium armor, shields, simple weapons, martial weapons.

Languages:

Common, [Choose One]

OTHER PROFICIENCIES & LANGUAGES

CP 0
SP 0
EP 0
GP 0
PP 0

TODO: list the equipment and magic items your character carries

EQUIPMENT

(See Features Page)

--Darkvision (60')
--Escape the Horde
--Extra Attack (2x)
--Favored Enemy
--Feline Agility
--Feral Senses
--Fighting Style (Archery)
--Foe Slayer
--Giant Killer
--Hide in Plain Sight
--Land's Stride
--Mercenary Life
--Natural Explorer
--Primeval Awareness
--Uncanny Dodge
--Vanish
--Volley

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TODO: Describe other features and abilities your character has.

FEATURES & TRAITS



Ranger 20

SPELLCASTING
CLASS

WIS

SPELLCASTING
ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK
BONUS

0

CANTRIPS

3

3

☉ Daylight (V,S)

6

0

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

☉ Animal Friendship (V,S,M)

☉ Fog Cloud (V,S) (C)

4

3

☉ Stoneskin (V,s,m) (C)

7

0

4

3

☉ Stoneskin (V,s,m) (C)

8

0

2

3

☉ Barkskin (V,S,M)

5

2

☉ Tree Stride (V,S) (C)

9

0

SPILLS KNOWN

Features and Magic Items

Ranger1

Subclasses

Subclass: Hunter

Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunters path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Features

Darkvision (60')

Source: Race

Accustomed to life underground, 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 cant discern color in darkness, only shades of gray.

Escape the Horde

Source: Ranger (Hunter)

Opportunity attacks against you are made with disadvantage

Extra Attack (2x)

Source: Ranger

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Favored Enemy

Source: Ranger

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Feline Agility

Source: Race (Tabaxi)

Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

Feral Senses

Source: Ranger

At 18th level, you gain preternatural senses that help you fight creatures you cant see. When you attack a creature you cant see, your inability to see it doesnt impose disadvantage on your attack rolls against it. You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isnt hidden from you and you arent blinded or deafened

Fighting Style (Archery)

Source: Ranger

You gain a +2 bonus to attack rolls you make with ranged weapons (included in stats on Character Sheet).

Foe Slayer

Source: Ranger

At 20th level, you become an unparalleled hunter of your enemies. Once on each of your turns, you can add your Wisdom modifier to the attack roll or the damage roll of an attack you make against one of your favored enemies. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

Giant Killer

Source: Ranger (Hunter)

When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

Hide in Plain Sight

Source: Ranger

Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are.

You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit

Land's Stride

Source: Class (Many)

Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Mercenary Life

Source: Background (Mercenary Veteran)

You know the mercenary life as only someone who has experienced it can. You are able to identify mercenary companies by their emblems, and you know a little about any such company, including the names and reputations of its commanders and leaders, and who has hired them recently. You can find the taverns and festhalls where mercenaries abide in any area, as long as you speak the language. You can find mercenary work between adventures sufficient to maintain a comfortable lifestyle (see "Practicing a Profession" under "Downtime Activities" in chapter 8 of the Player's Handbook).

Natural Explorer

Source: Ranger

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. You choose additional favored terrain types at 6th and 10th

When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Primeval Awareness

Source: Ranger

Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creature's location or number.

Uncanny Dodge

Source: Ranger (Hunter)

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Vanish

Source: Ranger

Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Volley

Source: Ranger (Hunter)

You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapons range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target

Magic Items

Spell Descriptions

Ranger1

Animal Friendship

Enchantment Level 1

Casting Time: 1 action

Range: 30 ft

Components: V, S, M (A morsel of food)

Duration: 24 hours

This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional beast for each slot level above 1st.

Fog Cloud

Conjuration Level 1 (concentration)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 hour

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

At Higher Level:

When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

Barkskin

Transmutation Level 2

Casting Time: 1 action

Range: Touch

Components: V, S, M (a handful of oak bark)

Duration: 1 hour

You touch a willing creature. Until the spell ends, the target's skin has a rough, bark-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing.

Daylight

Evocation Level 3

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 hour

A 60-foot-radius sphere of light spreads out from a point you choose within range. The sphere is bright light and sheds dim light for an additional 60 feet.

If you chose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object with and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light.

If any of this spell's area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.

Stoneskin

Abjuration Level 4 (concentration)

Casting Time: 1 action

Range: Touch

Components: V, s, m

Duration: Concentration, up to 1 hour

This spell turns the flesh of a willing creature you touch as hard as stone. Until the spell ends, the target has resistance to nonmagical bludgeoning, piercing, and slashing damage.

Tree Stride

Conjuration Level 5 (concentration)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, Up to 1 minute

You gain the ability to enter a tree and move from inside it to inside another tree of the same kind within 500 feet. Both trees must be living and at least the same size as you. You must use 5 feet of movement to enter a tree. You instantly know the location of all other trees of the same kind within 500 feet and, as part of the move used to enter the tree, can either pass into one of those trees or step out of the tree you're in. You appear in a spot of your choice within 5 feet of the destination tree, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the tree you entered.

You can use this transportation ability once per round for the duration. You must end each turn outside a tree.