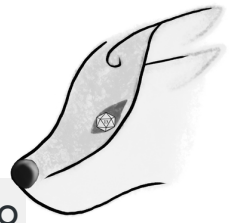


Player Name _____

Character Name _____

Race: Wood Elf **Class:** Ranger **Level:** 3 **Background:** Folk Hero



Speed

Hit points

Passive perception

Initiative

3d10
 Hit dice

Armour class

Strength +1 (12)
 Dexterity +3 (17)
 Constitution +0 (10)
 Intelligence +1 (13)
 Wisdom +2 (15)
 Charisma -1 (8)

Proficiency +2

Acrobatics
 Investigation
 Nature
 Animal Handling
 Perception
 Survival
Saving throws:
 STR & DEX

Features & Traits:

Advantage to saving throes against being charmed.

Can attempt to hide if lightly obscured by nature.

Double proficiency when making a WIS or INT check relating to the forest.

Trance - Meditation for 4 hours gains the same effect as 8 hours sleep.

Languages: Common, Elvish, Undercommon

Inventory: -Rope -Tinderbox -Rations -Water
 -Torches -Shovel -Iron pot -Cartographers tools
 -Leather Armour

Attacks: Weapon - {range} - (add to hit) - [Damage]

Shortsword - {5ft} - (+5) - [1d6+3 piercing]

Longbow - {150/600ft} - (+7) - [1d8+3 piercing]

Bonus action:

Shortsword - {5ft} - (+5) - [1d6 piercing]

Hunters Mark* - {90ft} - [Extra 1d6 damage to target when hit with a weapon attack]

Spellcasting:

Spell - {range} - [Damage/Impact]

Level 1 (3 slots) ☐ ☐ ☐

Cure Wounds - {touch} - Heal 1d8+2.]

Speak with Animals- {90ft} - [Talk to Animals]

*Uses Spell Slot



Special

Once per turn when attacking, make a second attack with the same weapon against a target 5ft from the original target.

Spell Casting Ability - WIS

Attack Bonus: +3 - DC 12

Other combat options:

Dash, Disengage,
 Dodge, Grapple, Help,
 Hide, Search, Shove.