

CHARACTER NAME

Ranger 8

CLASS & LEVEL

Sage

BACKGROUND

PLAYER NAME

Tabaxi

RACE

Neutral Good

ALIGNMENT

34,000

EXPERIENCE POINTS

STRENGTH

12

+1

DEXTERITY

18

+4

CONSTITUTION

12

+1

INTELLIGENCE

14

+2

WISDOM

14

+2

CHARISMA

10

+0

INSPIRATION

+3

PROFICIENCY BONUS

- ☒ +4 Strength
- ☒ +7 Dexterity
- ☐ +1 Constitution
- ☐ +2 Intelligence
- ☐ +2 Wisdom
- ☐ +0 Charisma

SAVING THROWS

- ☐ +4 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☒ +5 Arcana (Int)
- ☒ +4 Athletics (Str)
- ☐ +0 Deception (Cha)
- ☒ +5 History (Int)
- ☐ +2 Insight (Wis)
- ☐ +0 Intimidation (Cha)
- ☐ +2 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☒ +5 Nature (Int)
- ☒ +5 Perception (Wis)
- ☐ +0 Performance (Cha)
- ☐ +0 Persuasion (Cha)
- ☐ +2 Religion (Int)
- ☐ +4 Sleight of Hand (Dex)
- ☒ +7 Stealth (Dex)
- ☒ +5 Survival (Wis)

SKILLS

15

ARMOR CLASS

+4

INITIATIVE

30 ft.

SPEED

Hit Point Maximum 60

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

shtsword*

+7

1d6+4

longbow

+7

1d8+4*

claws

+4

1d4+1

*FIGHTING STYLE (TWO-WEAPON FIGHTING)

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

*longbow range (150/600)

EXTRA ATTACK.

You can attack twice, instead of once, whenever you take the Attack action on your turn.

ATTACKS & SPELLCASTING

15

PASSIVE WISDOM (PERCEPTION)

Armor.

Light Armor, Medium Armor, Shields

Weapons.

Simple Weapons, Martial Weapons

Languages.

Common, Chultan, Draconian, Dwarven, Goblin, Grung

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

10

studded leather armor, 2 shortswords, longbow, quiver with 20 arrows, explorer's pack, bottle of black ink, quill, small knife, letter from a dead colleague posing a question you haven't answered yet, common clothes, pouch

EQUIPMENT

FAVORED ENEMY (GOBLIN, GRUNG, MONSTROSITY).

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

NATURAL EXPLORER (FOREST, SWAMP).

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.

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 creatures' location or number.

LAND'S STRIDE.

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 as those created by the entangle spell.

RANGER ARCHETYPE (HUNTER).

HORDE BREAKER.

Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

ESCAPE THE HORDE.

Opportunity attacks against you are made with disadvantage.

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

RESEARCHER.

When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature.

Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.

BASKSTORY.

A mighty hunter you are indeed. Goblin and grungs fall before your arrows as you feather them from afar, and drop beneath the might of your quick blades. Undead have always been a hazard in the depths of Chult, but never before have you seen so many. You absolutely must find out what's going on. Curiosity dictates action.

CHARACTER BACKSTORY

Darkvision 60 ft.

FELINE AGILITY.

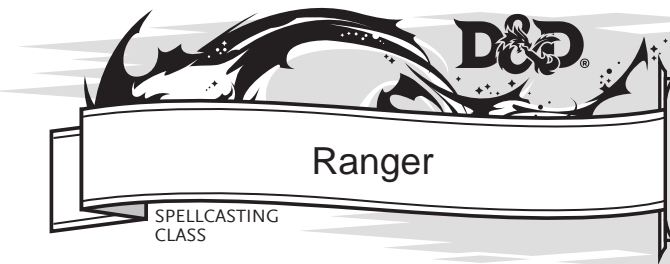
Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

CAT'S CLAWS.

Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

ADDITIONAL FEATURES & TRAITS

TREASURE



Ranger

Wisdom

SPELLCASTING
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK
BONUS

0

CANTRIPS

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- ☐ Cure Wounds
- ☐ Hunter's Mark
- ☐ Jump

2

3

- ☐ Pass Without Trace
- ☐ Protection from Poison

3

4

5

6

7

8

9
