

RANGER

LEVEL 1 CHARACTER PROFILE



Name

Species: Elf

Age: 90 years

Background: Folk Hero

Neutral Good: My own morals lead me to help those in need.

“Tread carefully and follow my lead. Nobody is getting lost on my watch, I promise.” ”

Character Stats

Strength

8

-1

Dexterity

16

+3

Constitution

11

+0

Intelligence

12

+1

Wisdom

16

+3

Charisma

12

+1

Total HP

10

Current HP

Armour Class

14

Speed

35 ft

Initiative

+3

Hit Die: d10

Total: 1

Used:



Proficiency Bonus

Inspiration:

STR

+1

DEX

+5

CON

+0

INT

+1

WIS

+3

CHA

+1

Saving Throws

Passive Perception (WIS)

15

Passive Investigation (INT)

11

Passive Insight (WIS)

13

Advantage: Charmed

Immune: Magical sleep

Death Saving Throws



Character Skills

Prof.	Mod.	Skill	Bonus
◆	DEX	Acrobatics	+5
◆	WIS	Animal Handling	+5
◇	INT	Arcana	+1
◇	STR	Athletics	-1
◇	CHA	Deception	+1
◇	INT	History	+1
◇	WIS	Insight	+3
◇	CHA	Intimidation	+1
◇	INT	Investigation	+1
◇	WIS	Medicine	+3
◆	INT	Nature	+3
◆	WIS	Perception	+5
◇	CHA	Performance	+1
◇	CHA	Persuasion	+1
◇	INT	Religion	+1
◇	DEX	Sleight of Hand	+3
◆	DEX	Stealth	+5
◆	WIS	Survival	+5
◇	_____	_____	_____
◇	_____	_____	_____
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Proficiencies

Weapons:

Martial weapons, simple weapons.

Armour:

Light armour, medium armour, shields.

Tools:

Cartographer's tools, vehicles (land).

Other:

Languages

You can speak, read and write **Common**, **Elvish** and **Sylvan**.

Personality

I'm used to people looking to me as a leader. I am confident in my abilities, and hope I can inspire others to be confident in their own talents.

Ideals

Respect. Everyone is entitled to be treated with equal consideration, whatever their station in life.

Bonds

The natural world has saved me and my people in the past, and I am bound to return the favour.

Flaws

In my determination to do the right thing, I have a tendency to make powerful enemies.

Action List

- | | | | |
|------------------|-------------|-------------|-----------------|
| ♦ Attack | ♦ Disengage | ♦ Hide | ♦ Shove |
| ♦ Unarmed Strike | ♦ Dodge | ♦ Improvise | ♦ Use an Object |
| ♦ Cast a Spell | ♦ Grapple | ♦ Ready | |
| ♦ Dash | ♦ Help | ♦ Search | |

Weapon Attacks

Weapon	Range	Hit	Damage
Dagger	5 ft (20/60 ft)	+5	1d4+3 piercing
Longbow	150/600 ft	+5	1d8+3 piercing

Notes

Class Features

Favoured Enemy: You have advantage on Survival checks to track Beasts, as well as on INT checks to recall information about these creatures. You have also learnt the Sylvan language

Natural Explorer: Forest is your favoured terrain type. Your proficiency bonus is doubled for proficient skills when you make an INT or WIS check related to it. While travelling for an hour or more in a forest, difficult terrain doesn't slow your group's travel, your group can't become lost except by magical means, you remain alert to danger even when you are engaged in another activity, you can move stealthily at a normal pace (while alone), you find twice as much food while foraging, and while tracking creatures, you learn the exact number, sizes, and how long ago they passed through the area.

Species and Background

Ability Score Increase: Your Dexterity score increased by 2 and your Wisdom score increased by 1.

Age: An elf typically claims adulthood at the age of 100 and can live up to 750 years.

Size: Your size is Medium.

Fey Ancestry: You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Fleet of Foot: Your base walking speed has increased to 35 ft.

Trance: Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. After resting in this way, you gain the same

benefit that a human does from 8 hours of continuous sleep.

Wood Elf Weapon Training: You are proficient with the longsword, shortsword, shortbow and longbow.

Mask of the Wild: You can attempt to hide even when you are only lightly obscured.

Rustic Hospitality: Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

My village now considers me a hero, but I feel I can do more to help others in need.









Squirreltails: The rebels I joined were given this affectionate nickname by the other villagers.

Notes

Age: 90 ♦ Height: 5 ft 11 in ♦ Weight: 135 lb

- My longbow and arrows were crafted by an artisan in my village.
- The soft-soled boots I wear reduce the sound of crunching leaves under my feet.

Outstanding Debts

Paid	Name	Amount	Due	Reason
				
				
				
				
				
				

Currency



Platinum



Gold



Electrum



Silver



Copper

Coin Type	Copper	Silver	Electrum	Gold	Platinum
Copper	1	1/10	1/50	1/100	1/1000
Silver	10	1	1/5	1/10	1/100
Electrum	50	5	1	1/2	1/20
Gold	100	10	2	1	1/10
Platinum	1000	100	20	10	1

Equipment

Name	Quantity	Weight
Leather armour	1	10 lb
Dagger	2	2 lb
Longbow	1	2 lb
Arrows	25	1.5 lb
Commoner's clothes	1	3 lb
Iron pot	1	10 lb
Shovel	1	5 lb
Bedroll	1	7 lb
Mess kit	1	1 lb
Rations (1 day)	10	20 lb
Hempen rope (50 ft)	1	10 lb
Tinderbox	1	1 lb

Ammo Counter

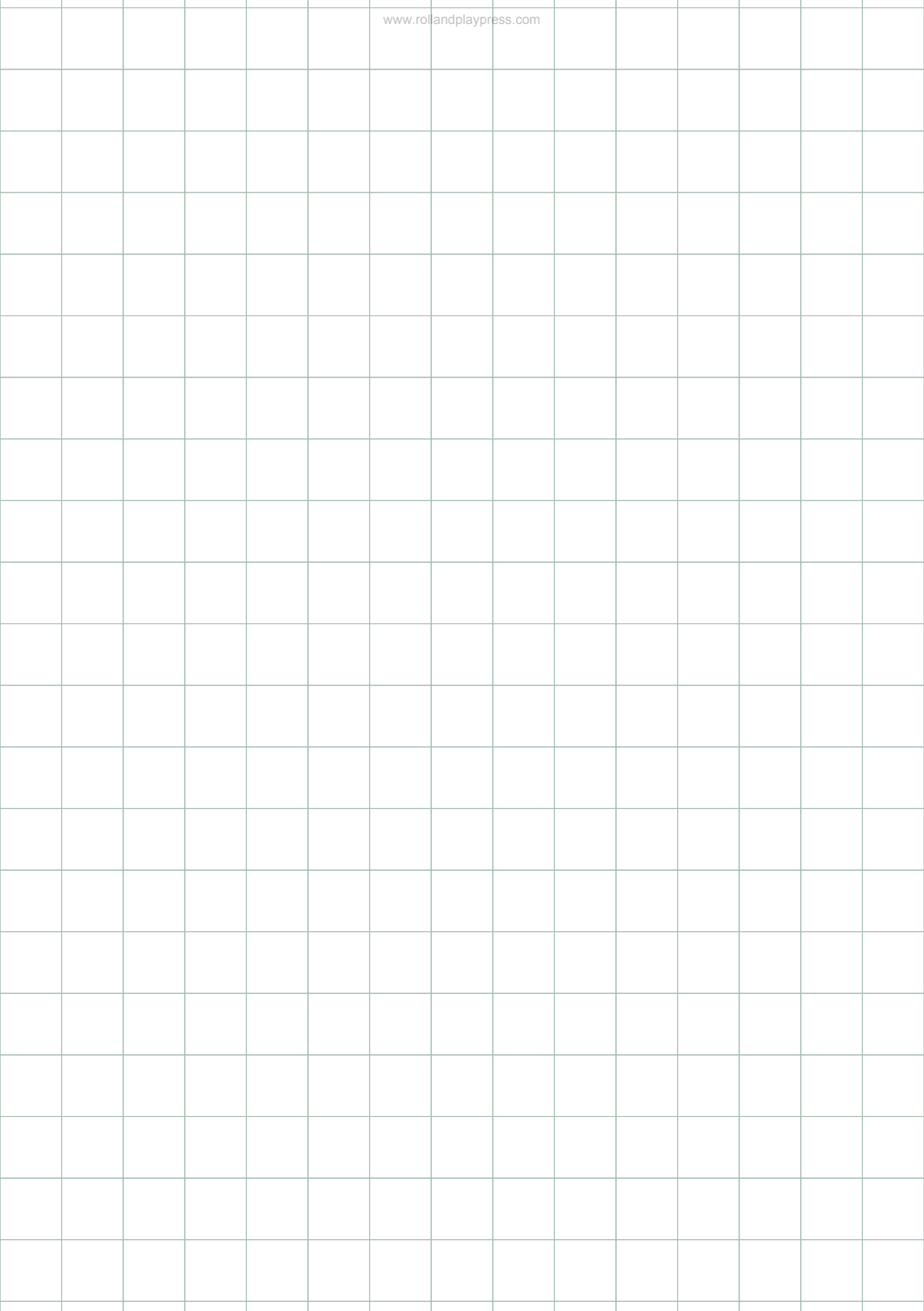
Ammo Counter

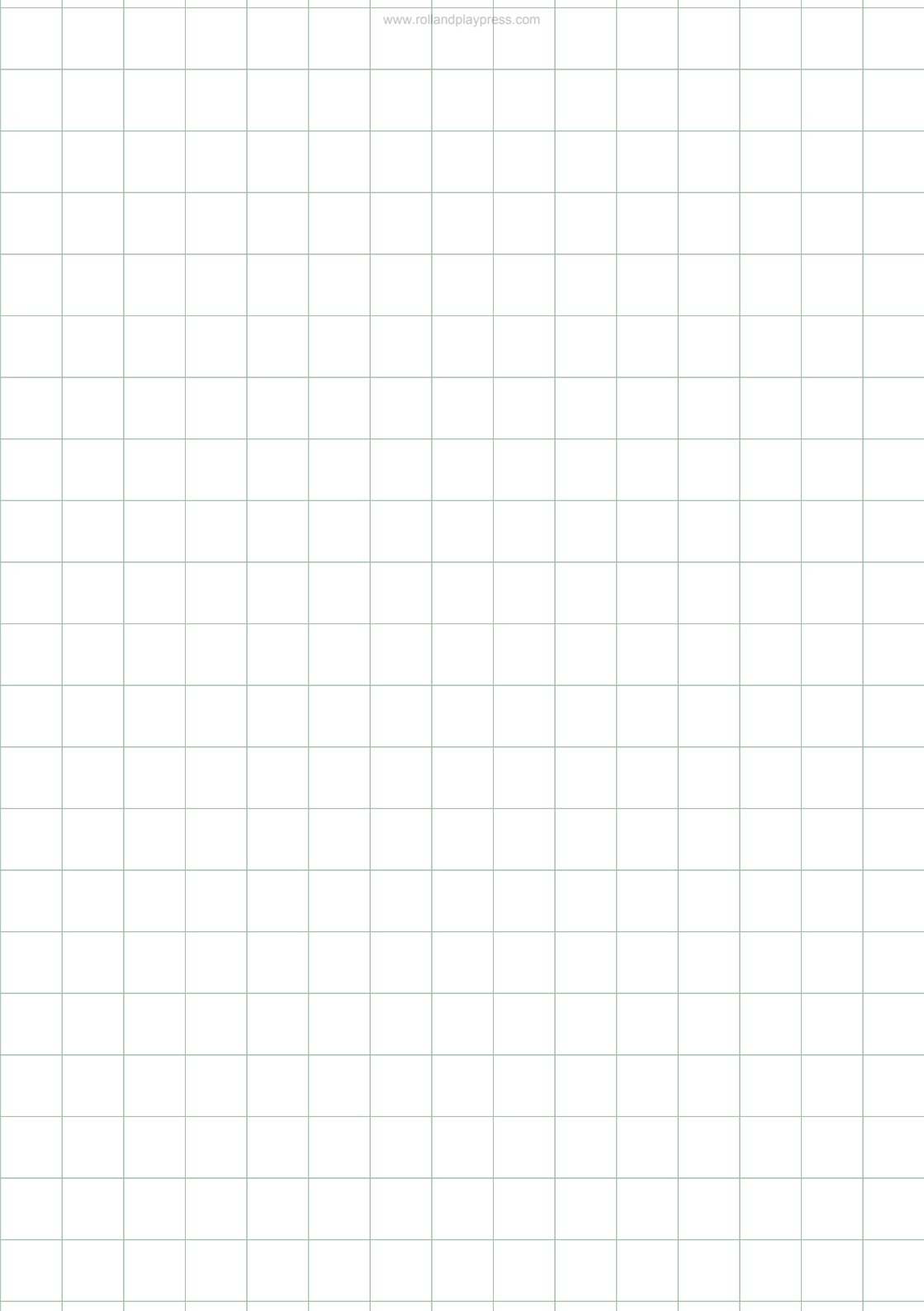
Attuned Items

Footnotes:

Footnotes:

Footnotes:





Spell Slots

Lv	Slots	Remaining	Lv	Slots	Remaining
0	Cantrips		2	0	
4	0				

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Lv Slots Remaining

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Lv Slots Remaining

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Spell Slots

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Lv Slots Remaining

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Spell Ability Mod.

WISDOM

Spell Save DC

13

8 + Proficiency Bonus
+ WIS modifier

Spell Attack

+5

Proficiency Bonus
+ WIS modifier

Exhaustion

1 ⬡

Disadvantage on
all ability checks

2 ⬡

Movement speed
reduced by half

3 ⬡

Disadvantage on
attack rolls and
saving throws

4 ⬡

Hit point maximum
reduced by half

5 ⬡

Movement speed
reduced to zero

6 ⬡

Death

Experience

Level

Current Experience

Experience Needed



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Creative Director
Sam Bartlett

Managing Director
Kay Lubwika Bartlett

Editorial Manager
Beth Davies

Business Administrator
Pasha Akinrinwa

Illustrations Christina Hassan

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