Elf Ranger 6

“Once I choose my prey, I never lose the trail or miss my mark. The hunt is all.”

The last remaining member of your tribe, you are the epitome of the rugged individualist. You know better than to ascribe qualities such as mercy or bounty to the forests of your youth. There are a thousand ways to die in the wilderness, and you have survived through muscle, wits, and will.

Background (Outlander)

You grew up in the wilds, far from civilization and the comforts of town and technology. The wilds are in your blood. Even in places where you don’t know the specific features of the terrain, you know the way of the wild.

Wanderer. You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Faction. You are a member of the Emerald Enclave, a group dedicated to maintaining the delicate balance between nature and civilization.

Personality Trait. I once ran twenty-five miles without stopping to warn my clan of an approaching orc horde. I’d do it again if I had to.

Ideal. Life is like the seasons, in constant change, and we must change with it.

Bond. I am the last of my tribe, and it is up to me to ensure their names enter legend.

Flaw. There’s no room for caution in a life lived to the fullest.

Wood Elf Traits

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

Darkvision. 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 can’t discern color in darkness, only shades of gray.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Ranger Features

Favored Enemy. You have significant experience studying, tracking, hunting, and even talking to dragons and giants. You have advantage on Wisdom (Survival) checks to track dragons or giants, as well as on Intelligence checks to recall information about them.

Natural Explorer. You are particularly at home in forest or Underdark terrain. When you make an Intelligence or Wisdom check related to forest or Underdark 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 forest or Underdark terrain, you have advantage on Wisdom checks to notice things that you wouldn’t otherwise notice.

Primeval Awareness. You have the ability to sense the location and number of creatures within 6 miles of you if you are in forest or Underdark terrain. You also sense the approximate nature and type of creatures, their sizes, and how long ago they passed through the area.

Fighting Style: Archery. You can use your action to draw a compound bowstring and release it. As part of this action, you can fire a single arrow. You can use this action only if you have a longbow or shortbow equipped and are using it with two hands.

Option

Fey Ancestry. Wood Elf trait.

Favored Enemy. Ranger feature.

Natural Explorer. Ranger feature.

Colossus Slayer. Hunter feature.

Spellcasting. Ranger feature.

Spell Save DC: 14

Spell Attack Modifier: +6

Spell Slots: 1st-level (4), 2nd-level (2)

Character Name

Medium humanoid (wood elf), chaotic good

Armor Class 16

Hit Points 46 (Hit Dice 6d10)

Speed 35 ft.

Proficiencies (+3 proficiency bonus)

Saving Throws Str +4, Dex +7; advantage on saves against being charmed.

Skills Athletics +4, Insight +6, Nature +3, Perception +6, Stealth +7, Survival +6

Armor Light, medium.

Weapons Simple weapons, martial weapons.

Tools Flute.

Senses Darkvision, Passive Perception 16

Languages Common, Draconic, Elvish, Giant, Orc

Actions

Attack. You can attack twice when you take this action, using the following:

Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 1d6 + 4 piercing damage.

Longbow. Ranged Weapon Attack: +9 to hit, range 150/600 ft., one target. Hit: 1d8 + 4 piercing damage.

Primeval Awareness. Ranger feature.

Optional

Fey Ancestry. Wood Elf trait.

Favored Enemy. Ranger feature.

Natural Explorer. Ranger feature.

Colossus Slayer. Hunter feature.

Spellcasting. Ranger feature.

Spell Save DC: 14

Spell Attack Modifier: +6

Spell Slots: 1st-level (4), 2nd-level (2)
Ranger Archetype: Hunter

**Colossus Slayer.** When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it’s below its hit point maximum. You can deal this extra damage only once per turn.

**Spells Known**

1st-level spells: goodberry, hunter’s mark, longstrider

2nd-level spells: pass without trace

**Equipment**

Studded leather, silvered shortsword, longbow (with 60 arrows and 30 silvered arrows), explorer’s kit, hunting trap, flute, potion of healing (2), mastiff, money (150 gp)