

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.

CHARACTER NAME

Medium humanoid (wood elf), chaotic good

Armor Class 16

Hit Points 46 (Hit Dice 6d10)

Speed 35 ft.

STR	DEX	CON
12 (+1)	18 (+4)	13 (+1)
INT	WIS	CHA
10 (0)	16 (+3)	8 (-1)

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.

OPTIONS

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 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 gain the following benefits:

- Difficult terrain doesn't slow your group's speed.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling, 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.

Fighting Style: Archery. You gain a +2 bonus to attack rolls you make with ranged weapons. (This is factored into the stat block.)

Spellcasting. You have the ability to cast spells. Wisdom is your spellcasting ability for your ranger spells. You use your Wisdom whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell Save DC: 14

Spell Attack Modifier: +6

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

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 6 miles of you if you are in forest terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

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)