

Ranger 3

CLASS & LEVEL

Sage

BACKGROUND

PLAYER NAME

Tabaxi

RACE

Neutral Good

ALIGNMENT

900

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH
12
+1

DEXTERITY
16
+3

CONSTITUTION
12
+1

INTELLIGENCE
12
+1

WISDOM
14
+2

CHARISMA
10
+0

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- +3 Strength
- +5 Dexterity
- +1 Constitution
- +1 Intelligence
- +2 Wisdom
- +0 Charisma

SKILLS

- +3 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- +3 Arcana (Int)
- +3 Athletics (Str)
- +0 Deception (Cha)
- +3 History (Int)
- +2 Insight (Wis)
- +0 Intimidation (Cha)
- +1 Investigation (Int)
- +2 Medicine (Wis)
- +3 Nature (Int)
- +4 Perception (Wis)
- +0 Performance (Cha)
- +0 Persuasion (Cha)
- +1 Religion (Int)
- +3 Sleight of Hand (Dex)
- +5 Stealth (Dex)
- +4 Survival (Wis)

15 ARMOR CLASS

+3 INITIATIVE

30 ft. SPEED

Hit Point Maximum 25

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
shtsword*	+5	1d6+3
longbow	+5	1d8+3*
claws	+3	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)

FAVORED ENEMY (GOBLIN, GRUNG).
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 (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.

14 PASSIVE WISDOM (PERCEPTION)

Armor.
Light Armor, Medium Armor, Shields

Weapons.
Simple Weapons, Martial Weapons

Languages.
Common, Chultan, Dwarven, Goblin, Grung

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

- CP 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
- CP 10
- PP

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.

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.

FEATURES & TRAITS



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

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

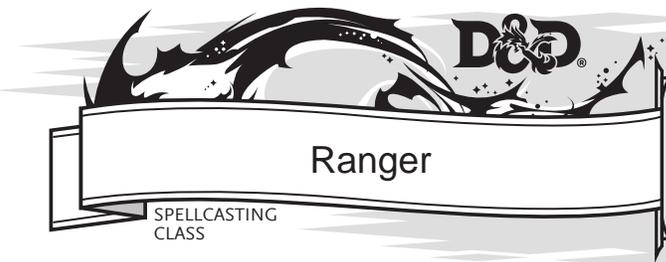
Darkvision 60 ft.

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



Wisdom
SPELLCASTING ABILITY

12
SPELL SAVE DC

+4
SPELL ATTACK BONUS

0 CANTRIPS

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SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED
1 3

- PREPARED SPELL NAME
- Cure Wounds
- Hunter's Mark
- Jump

2

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3

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4

Blank lines for level 4 spells.

5

Blank lines for level 5 spells.

6

Blank lines for level 6 spells.

7

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8

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9

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SPELLS KNOWN