

Level 1 Elf Ranger

AC 15 **Hit Points** 13
Speed 35 ft. **Hit Dice** 1d10

Strength 10 (+0)
Dexterity 17 (+3)
Constitution 14 (+2)
Intelligence 12 (+1)
Wisdom 14 (+2)
Charisma 8 (-1)

Attacks

Rapier +4; 1d8 + 3 piercing damage

Longbow +4; 1d8 + 3 piercing damage (150 ft/600 ft)

Skills

Skills: Climb, recall lore (subterranean lore), spot, and swim.

Keen Senses: You have advantage on all Wisdom checks to listen and spot.

Humanoid Lore: You have advantage on Intelligence checks to recall lore about gnolls, goblinoids, and orcs.

Race: Wood Elf

Languages: Common, Elvish

Low-Light Vision: You can see in dim light as well as you do in bright light.

Elf Weapon Training: You are proficient with the long sword, short sword, shortbow, and longbow.

Free Spirit: You are immune to the charmed condition and to any effect that would put you to sleep.

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.

Trance: Elves do not need to sleep. Instead, they meditate deeply for 4 hours a day. (The Common word for such meditation is “trance.”) While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After

resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Class: Ranger

Armor and Weapon Proficiencies: Light and medium armor, shields, and all simple and martial weapons

Favored Enemy (Brute Hunter): You have hunted orcs, goblins, and other evil humanoids that despoil the land. Such brutes rely on numbers to overrun their victims. Thus, you have learned how to fight well while outnumbered.

You gain the following feature.

Pack Awareness: If you are not surprised at the start of combat, creatures of your choice within 25 feet of you are also not surprised, provided that those creatures are conscious.

Spellcasting: You can prepare up to two spells per day. You have two 1st-level spell slots that you can use to cast 1st-level spells you’ve prepared.

Spell Preparation: You must prepare your spells before casting them. After a long rest, you regain all your spell slots. You can choose any spell from the ranger’s spell list, provided you can cast ranger spells of that level.

Preparing your spells requires time spent in meditation: at least one minute per spell level for each spell you prepare. You can choose to prepare spells from the following 1st-level ranger spell list.

Level 1 Spells

Alarm
Animal Friendship
Create Water
Cure Wounds
Expeditious Retreat
Fog Cloud
Goodberry

Saving Throw DCs: When a ranger spell that you cast calls for a saving throw, the save DC equals 13.

Track: You can spend 1 minute looking for signs of the passage of other creatures. You detect if any creatures have passed through the immediate vicinity (roughly 100 feet around you) within the last week. You learn the number of creatures, their sizes, the speed and direction they were traveling, and can follow those creatures’ path.

Under certain circumstances, the Dungeon Master may ask for a Wisdom check to detect the signs of passage. Such circumstances include:

- If the creatures intentionally obscured their trail.
- If the weather has since obscured their trail (hard rains, heavy snows, wind-blown sands, etc.).
- If the terrain makes discerning a trail difficult (for example, over a river, or a solid rock shelf).
- If the area is heavily traveled by many creatures (such as along a road or inside a city).

Background: Guide

Trait—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.

Equipment

Studded leather armor, rapier, longbow, quiver, 60 arrows, a belt pouch containing 34 gp and 4 sp, and an adventurer's kit consisting of a backpack, a healer's kit, a mess kit, 50 feet of hempen rope, a tinderbox, ten torches, ten days of rations, and a waterskin