

## 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

Animal Friendship  
Cure Wounds  
Fog Cloud  
Goodberry  
Hunter’s Mark  
Longstrider

**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

# Spells for Pre-Generated Ranger Character

## Animal Friendship

*1st-level enchantment*

Your magic grants you the ability to befriend beasts and other natural animals. In your presence, they become calm and docile, and may even do your bidding.

**Casting Time:** 1 action

**Range:** 25 feet

**Duration:** 24 hours

**Effect:** Choose a beast within range that can see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you until the spell ends. If you or one of your companions harms the target, the spell ends early.

**Material Components:** A morsel of food the animal likes.

## Cure Wounds

*1st-level conjuration*

You channel positive energy into an injured creature to mend its wounds.

**Casting Time:** 1 action

**Range:** Touch

**Duration:** Instantaneous

**Effect:** You touch a living creature, and that creature regains 2d8 + 2 hit points.

*At Higher Levels:* When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 2d8 for each level above 1st.

## Fog Cloud

*1st-level conjuration*

You call forth the power of air and wind to draw a thick mist from the Elemental Plane of Air. You can baffle foes in the shrouds of this mist and make your escape or lure your enemies into a trap.

**Casting Time:** 1 action

**Range:** 100 feet

**Duration:** Concentration, up to 1 hour

**Effect:** You create a 20-foot-radius cloud of fog centered on a point within range. The cloud's area is heavily obscured. It lasts for the duration or

until a wind with a speed of 11 miles per hour or more disperses it.

*At Higher Levels:* When you cast this spell using a spell slot of 2nd level or higher, the radius of the mist increases by 20 feet for each level above 1st.

## Goodberry

*1st-level transmutation*

You draw life-giving magic into a handful of berries.

**Casting Time:** 1 action

**Range:** Touch

**Duration:** 24 hours

**Effect:** Up to ten berries in your hand become magical for the duration. A creature can use its action to eat one berry or feed it to someone else. Eating a berry restores 1 hit point, and the berry provides the same nourishment as a meal.

## Hunter's Mark

*1st-level divination*

You mystically mark your foe as your quarry. Where it goes, you follow, and when you strike it, you do so with supernatural skill.

**Casting Time:** Swift

**Range:** 100 feet

**Duration:** Concentration, up to 1 hour

**Effect:** Choose a creature within range. Until the spell ends, your attacks deal 1d6 extra damage to that creature, and you have advantage on any ability check you make to search for it.

## Longstrider

*1st-level transmutation*

Your spell bestows the gift of swiftness to one creature.

**Casting Time:** 1 action

**Range:** Touch

**Duration:** 1 hour

**Effect:** Touch a creature that is not affected by this spell. Until the spell ends, that creature's speed increases by 10 feet.