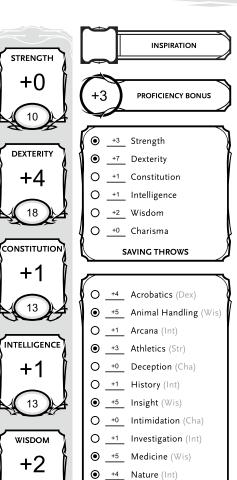
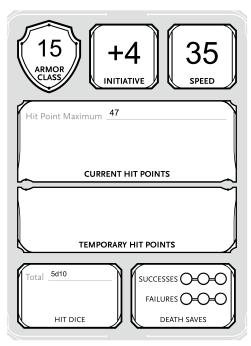
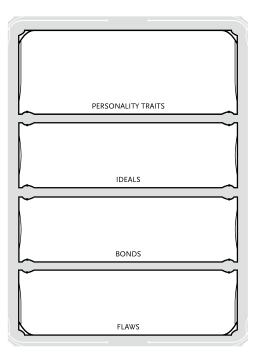


Hunter Ranger - Level 5 Hermit CLASS & LEVEL **BACKGROUND** PLAYER NAME Wood Elf RACE ALIGNMENT **EXPERIENCE POINTS** 







NAME	ATK BONUS	DAMAGE/TYPE
Longbow*	+9	1d8+4 Piercing
Scimitar	+7	1d6+3 Slashing
Shortsword	+7	1d6+3 Slashing

\*Range is 150 feet. Can fire up to 600 feet with disadvantage.

20 Arrows:

FAVOURED ENEMY | Three times per Long Rest You always have the Hunter's Mark spell prepared. You can cast it twice without expending a spell slot, and you regain all expended uses of this ability when you finish a Long Rest.

FIGHTING STYLE | Archery You get +2 to your Attack Bonus when using Ranged weapons (included in your Attack Bonus)

Whenever you roll a die to determine the number of Hit Points you restore with a spell, you can reroll the die if it rolls a 1, and you must

DEFT EXPLORER |

ou have Expertise in the Stealth skill (included in your Skills)

EXTRA ATTACK I

You can attack twice instead of once whenever you take the Attack action on your turn.

HUNTER'S LORE |

You can call on the forces of nature to reveal certain strengths and weaknesses of your prey. While a creature is marked by your Hunter's Mark, you know whether that creature has any Immunities, Resistances, or Vulnerabilities, and if the creature has any, you know what they are

You gain one of the following feature options of your choice. Whenever you finish a Short or Long Rest, you can replace the chosen option with the other one.

Your tenacity can wear down even the most resilient foes. When you hit a creature with a weapon, the weapon deals an extra 1d8 damage to the target if it's missing any of its Hit Points. You can deal this extra damage only once per turn.

Once on each of your turns when you make an attack with a weapon, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target, that is within the weapon's range, and that you haven't attacked this

DARKVISION |

You have Darkvision with a range of 60 feet.

You have Advantage on saving throws you make to avoid or end the Charmed condition

TRANCE I

You don't need to sleep, and magic can't put you to sleep. You can finish a Long Rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness

**FEATURES & TRAITS** 

PASSIVE WISDOM (PERCEPTION)

+5 Perception (Wis)

O +0 Performance (Cha)

O \_+0 Persuasion (Cha)

<u>+1</u> Religion (Int)

● \_+10\_ Stealth (Dex)

**O** \_+5 Survival (Wis)

O \_+4 Sleight of Hand (Dex)

SKILLS

Languages: Common,

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CHARISMA

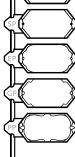
Dwarvish, Elven, Orc, Sylvan.

Armour: Light, Medium, Shields

Weapons: Simple, Martial

Musical Instrument: Flute

OTHER PROFICIENCIES & LANGUAGES



- Bedroll - Book

- Herbalism kit

ATTACKS & SPELLCASTING

- Lamp

Longbow

- Oil

- Scimitar

Studded leather

armour

Traveller's clothes

**EOUIPMENT**