

Hunter Ranger - Level 5 Hermit

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Wood Elf

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH
+0
10

DEXTERITY
+4
18

CONSTITUTION
+1
13

INTELLIGENCE
+1
13

WISDOM
+2
14

CHARISMA
+0
11

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS

- +3 Strength
- +7 Dexterity
- +1 Constitution
- +1 Intelligence
- +2 Wisdom
- +0 Charisma

SKILLS

- +4 Acrobatics (Dex)
- +5 Animal Handling (Wis)
- +1 Arcana (Int)
- +3 Athletics (Str)
- +0 Deception (Cha)
- +1 History (Int)
- +5 Insight (Wis)
- +0 Intimidation (Cha)
- +1 Investigation (Int)
- +5 Medicine (Wis)
- +4 Nature (Int)
- +5 Perception (Wis)
- +0 Performance (Cha)
- +0 Persuasion (Cha)
- +1 Religion (Int)
- +4 Sleight of Hand (Dex)
- +10 Stealth (Dex)
- +5 Survival (Wis)

15 **ARMOR CLASS** +4 **INITIATIVE** 35 **SPEED**

Hit Point Maximum 47

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5d10 **HIT DICE** **DEATH SAVES** (5)

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ATTACKS & SPELLCASTING

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)

HEALER |
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 use the new roll.

DEFT EXPLORER |
You have Expertise in the Stealth skill (included in your Skills)

EXTRA ATTACK |
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.

HUNTER'S PREY |
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.

Colossus Slayer
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.

Horde Breaker
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 turn.

DARKVISION |
You have Darkvision with a range of 60 feet.

FEY ANCESTRY |
You have Advantage on saving throws you make to avoid or end the Charmed condition.

TRANCE |
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.

15 **PASSIVE WISDOM (PERCEPTION)**

OTHER PROFICIENCIES & LANGUAGES

Languages: Common, Dwarvish, Elven, Orc, Sylvan.

Armour: Light, Medium, Shields

Weapons: Simple, Martial

Musical Instrument: Flute

EQUIPMENT

- CP - Bedroll
- SP - Book
- EP - Herbalism kit
- GP - Lamp
- GP - Longbow
- GP - Oil
- GP - Scimitar
- PP - Studded leather armour
- PP - Traveller's clothes



RANGER

SPELLCASTING CLASS

WIS

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0

CANTRIPS

Druidcraft

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- Alarm
- Cure Wounds
- Entangle
- Hunter's Mark
- Longstrider
- Speak with Animals

2

2

- Lesser Restoration
- Pass Without Trace
- Silence

3

4

5

6

7

8

9

SPELLS KNOWN