

ELF RANGER

8th-Level Medium Wood Elf Ranger
Armor Class 15 (studded leather)
Hit Points 71 (8d10 Hit Die)
Proficiency Bonus +3
Speed 35 ft.
Alignment neutral good
Languages Common, Elvish

ABILITY SCORES

Strength	12	(+1)
Dexterity	19	(+4); add proficiency bonus to saves
Constitution	14	(+2)
Intelligence	12	(+1)
Wisdom	14	(+2); add proficiency bonus to saves
Charisma	8	(-1)

ATTACKS

Melee Attack (Two-Weapon Fighting): Scimitar (+7 to hit; 1d6 + 4 slashing) and scimitar (+7 to hit; 1d6 + 4 slashing)
Ranged Attack: Longbow (range 150 ft./600 ft.; +7 to hit; 1d8 + 4 piercing)
Spell Saving Throw DC: 10

PREPARED SPELLS

Barkskin, cordon of arrows, cure wound, longstrider, silence

SKILLS (ADD PROFICIENCY BONUS TO RELATED ABILITY CHECKS)

Animal Handling, Athletics, Nature, Perception, Stealth, Survival

EQUIPMENT

Studded leather, scimitars (2), longbow (20 arrows), potion of healing, clothes, healer's kit, backpack, bedroll, belt pouch, hempen rope (50 ft.), navigator's tools, rations (4 days), tent, tinderbox, torches (4), waterskin, 5 gp, and 4 sp.

Racial Traits

Fey Ancestry: You have advantage on saving throws against being charmed, and magic cannot put you to sleep.

Keen Senses. You have advantage on Wisdom (Perception) checks.

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

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. You do not need to sleep. Instead, you meditate deeply for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Class Features

Favored Enemy. You have a favored enemy that grants you benefits as you advance. You hunt savage humanoids and their ilk. Such brutes rely on numbers to overrun their victims, so you have learned to fight well while outnumbered.

Hordeslayer. When you damage a creature on your turn with a weapon attack, you deal 1d8 extra

damage to each other creature you damage later in the same turn.

Hunter's Mobility. Opportunity attacks against you have disadvantage.

Extra Attack. You can attack one extra time whenever you take the attack action on your turn. If you haven't used your whole move for the turn, you can move between your attacks.

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 (already included).

Land's Stride. Moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plant overgrowth at your normal rate of movement, taking no damage from thorns and similar natural hazards such plants possess.

Natural Explorer. While exploring wilderness environments, you and any creature you choose that follows your lead, does so at twice the normal rate.

When you navigate, you and those who travel with you cannot become lost. When you scout, you can scout twice as far as normal. When you forage, you automatically find one day's worth of food for yourself and up to ten other people, plus an equal number of mounts, unless the region is unusually desolate.

Proficiencies. Add your proficiency bonus to attack rolls you make using martial weapons and simple weapons (included in "Attacks"). You also add your proficiency bonus to ability checks made to use mounts (land) and your skills (noted in "Skills"), as well as to your Dexterity and Wisdom saving throws (noted in "Ability Scores"). You also have proficiency with light armor, medium armor, and shields.

Tracking. You can spend 1 minute to track other creatures. You succeed automatically, except in the following circumstances:

- ◆ More than 24 hours have passed since the creatures passed.
- ◆ The creatures intentionally obscured their trail.
- ◆ Weather, such as snow or heavy rain, has obscured the trail.
- ◆ The terrain, such as a river or hard rock, makes discerning a trail difficult.
- ◆ Many creatures have traveled through the area, such as along a road or inside a city.

In such circumstances, a successful Wisdom check against a DC set by the DM is required to track.

If you track successfully, you discern whether creatures have passed through the area within 100 feet of you. You learn the number of creatures and their sizes, when they passed through, and the direction they were traveling. Based on the age and arrangement of the tracks, you can tell the difference between separate groups.

If you successfully navigate while exploring, you can also follow tracks.

Spellcasting

You have learned to use the magical essence of nature, much as a druid does, to cast spells a certain number of times per day.

Spells per Day. Your ranger level determines the number of spells that you can cast of 1st level or higher. You must complete a long rest to regain any castings—also called spell slots—that you use.

SPELLS PER DAY

Spell Level	1	2
Spell Slots	4	3

Spell Known. Whenever you complete a long rest, you prepare the list of ranger spells that you can cast. Your list can contain a number of ranger spells equal to 1 + half your ranger level, and the spells can be of any spell level that is available to you (currently 2nd). This character already has a list of prepared spells (see below), but you can alter the list each day, choosing from among the spells on the ranger list that are available to you (see the “Spells” document).

Preparing your spells requires time spent in meditation: at least one minute per spell level for each ranger spell you prepare. You don’t have to prepare all your spells at once. If you like, you can prepare some later in the day.

Casting a Prepared Spell. When you cast one of your prepared spells, you expend a casting of the spell’s level or higher. The spell itself is not expended. For example, if you have the 1st-level spell *cure wounds* prepared and can still cast a 1st-level spell and a 2nd-level spell, you can cast *cure wounds* once or twice and at either level.

Magic Ability. Wisdom is your magic ability for your ranger spells. The saving throw DC to resist one of your spells equals 8 + your Wisdom modifier.

Background: Guide

You know the wilderness like the back of your hand.

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.

Proficiencies. You have proficiency with the climber’s kit, navigator’s tools, and vehicles (land), so you add your proficiency bonus to ability checks you make using them.

Spells

You have the following spells available.

Barkskin

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 hour

Touch a willing creature. The creature’s skin takes on a rough, bark-like appearance and becomes as tough as wood, giving the creature a +2 bonus to AC for the duration.

Cure Wounds

1st-level evocation

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You touch a creature, channeling positive energy into it. The creature regains 2d8 + 2 hit points. This spell has no effect upon undead or constructs.

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.

Cordon of Arrows

2nd-level transmutation

Casting Time: 1 action

Range: 5 feet

Duration: 1 minute

You plant four arrows or crossbow bolts in the ground around you while laying a spell upon them to protect you. Until the spell ends, each time a creature moves to within 5 feet of you, one of the bolts or arrows flies up to strike at it and is then destroyed. The creature must make a Dexterity saving throw or take 1d6 piercing damage. When no bolts or arrows remain, the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the number of bolts or arrows increases by one for each level above 2nd.

Material Components: Four or more arrows or bolts.

Longstrider

1st-level transmutation

Casting Time: 1 action

Range: Touch

Duration: 1 hour

Touch a creature that is not affected by this spell.

Until the spell ends, that creature's speed increases by 10 feet.

Silence

2nd-level illusion (ritual)

Casting Time: 1 action

Range: 100 feet

Duration: Concentration, up to 10 minutes

Choose a point within range. No sound can be created within or pass through a 20-foot-radius sphere centered on that point for the duration. Creatures within the area of silence are effectively deafened, and casting a spell that involves speech is impossible there.