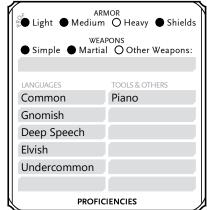
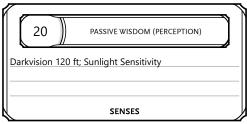
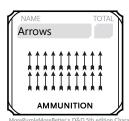


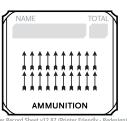
| 18 ABILITY SAVE | DC 14 |
|-----------------|-------|



| ACTIONS | BONUS ACTIONS | REACTIONS |
|-------------------------------|-----------------|-----------|
| Attack (2 attacks per action) | Fleet of Foot | |
| Faerie Fire | Vanish | |
| Darkness | Off-hand Attack | |
| Multiattack: Whirlwind Attack | | |
| | | |
| | | |
| | ACTIONS | |

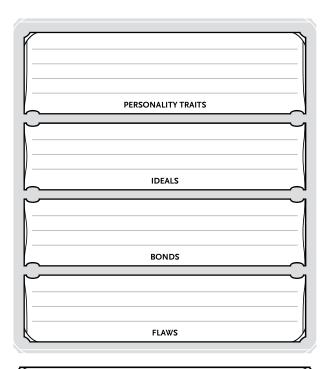






| ATTACK NAME | PROF ABILITY | RANGE | TO HIT | DAMAGE | DAMAGE TYPE |
|-------------------------------|--------------|---------------|--------|--------|-------------|
| Scimitar +2 | √ Dex | Melee | +13 | 1d6+7 | Slashing |
| Finesse, light DESCRIPTION | | | | | |
| Scimitar +2 (off-hand) | √ Dex | Melee | +13 | 1d6+7 | Slashing |
| Finesse, light | | | | | |
| Longbow | √ Dex | 150/600 ft | +11 | 1d8+5 | Piercing |
| Ammunition, heavy, two-handed | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| A | TTACKS: WEAP | ONS & CANTRIP | s | | |

Ranger (Hunter Conclave), level 20: • Favored Enemy: Humanoids (Ranger 1, UA:RR 2) [+4 weapon attack damage] I get a bonus to damage rolls with weapon attacks against humanoids I have adv. on Wis (Survival) to track and Int checks to recall info about humanoids I learn a language, typically one spoken by or associated with humanoids Natural Explorer (Ranger 1, UA:RR 3) On my first turn in combat, I have adv. on attacks against those that did not yet act I ignore difficult terrain; I have adv. on Initiative; I have benefits in travel, see page 3 • Two-Weapon Fighting Style (Ranger 2, UA:RR 3) I can add my ability modifier to the damage of my off-hand attacks • Spellcasting (Ranger 2, UA:RR 3) [11 spells known] I can cast ranger spells that I know, using Wisdom as my spellcasting ability • Primeval Awareness (Ranger 3, UA:RR 4) If I haven't attacked a beast within the last 10 min, I can communicate with it As an action, I convey simple ideas, and read mood, intent, emotions, needs, etc. By concentrating for 1 min, I know if any of my favored enemies are within 5 miles Per group, I sense the number, general direction, distance, and type of favored enemy • Hunter's Prey: Colossus Slayer (Hunter Conclave 3, UA:RR 7) Once per turn, when hitting someone that is below max HP, I do an extra 1d8 damage ◆ Greater Favored Enemy: Aberrations (Ranger 6, UA:RR 4) [+4 weapon attack damage] The bonuses I get from Favored Enemy now also work against aberrations Additionally, I have advantage on saves against spells and abilities used by aberrations ◆ Defensive Tactic: Escape the Horde (Hunter Conclave 7, UA:RR 7) Creatures attacking me with opportunity attacks have disadvantage on the attack rolls • Fleet of Foot (Ranger 8, UA:RR 4) I can take the Dash action as a bonus action • Hide in Plain Sight (Ranger 10, UA:RR 4) When I hide on my turn without moving, others take -10 Wis (Perception) to find me This lasts until something reveals my precense, or until I (voluntarily) move/fall prone ◆ Multiattack: Whirlwind Attack (Hunter Conclave 11, UA:RR 7) As an action, I can make melee attacks vs. all creatures within 5 ft of me • Vanish (Ranger 14, UA:RR 5) I can't be nonmagically tracked if I don't want to be and can Hide as a bonus action • Evasion (Hunter Conclave 15, UA:RR 7) My Dexterity saves vs. areas of effect negate damage on success and halve it on failure • Feral Senses (Ranger 18, UA:RR 5) When not blinded or deafened, I'm aware of invisible, non-hidden creatures in 30 ft I don't have disadvantage when attacking creatures I am aware of but can't see • Foe Slayer (Ranger 20, UA:RR 5) Once per turn, I can add Wis mod to the attack or damage roll after I see the die roll **CLASS FEATURES**



Feature Name: Wanderer

I have an excellent memory for maps and geography, and I can always recall the general layout of terrain, settlements, and other features around me. In addition, I can find food and fresh water for myself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

BACKGROUND FEATURE

Drow (+2 Dexterity, +1 Charisma)

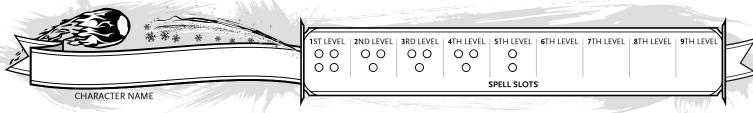
Trance: Elves don't need to sleep, but meditate semiconsciously, for 4 hours a day. This gives the same benefit as a human gets from 8 hours of sleep (long rest still 8 hours).

Sunlight Sensitivity: Disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight when I or what I am trying to attack/perceive is in direct sunlight.

Drow Magic: 1st level: Dancing Lights cantrip; 3rd level: Faerie Fire; 5th level: Darkness. Both spells can be used once per long rest. Charisma is my spellcasting ability for these.

RACIAL TRAITS

| ADVENTURING GEAR | # | LB | ADVENTURING GEAR | # | LB | ADVENTURING GEAR # | LB |
|------------------|------|----|------------------|-----------------|----|-----------------------|-----------------|
| | | | | | | | (|
| | | | | | | | |
| | | | | | | | (|
| | | | | | | | |
| | | | | | | | |
| | | | | | | | (|
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | WEIGHT CARRIE |
| | | | | | | | WEIGHT GAMAE |
| | | | | | | | ENCUMBERED |
| | | | | | | ATTUNED MAGICAL ITEMS | 61 - 120 lk |
| | | | | | | | HEAVILY ENCUMBE |
| | | | | | | | 121 - 180 I |
| | | | | | | | PUSH/DRAG/LIF |
| SUBTO | DTAL | | | BTOTAL PMENT | | SUBTOTAL | 181 - 360 I |



+10 DC 18 Wisdom **RANGER SPELLS** PELLCASTING ABILITY ATTACK MODIFIER AVING THROW D **1ST LEVEL** SPELL DESCRIPTION SAVE SCHOOL TIME RANGE COMP DURATION B PG P 230 Cure Wounds 1 creature is healed for 1d8+1d8/SL+spellcasting ability modifier hp Evoc 1 a Touch V,S Instantaneous Next ranged weapon attack, all within 5 ft of target 1d10+1d10/SL Piercing dmg; save halves P 249 Hail of Thorns Dex Coni 1 bns Self Conc. 1 min P 251 Hunter's Mark 1 crea +1d6 dmg from your weapon atks; adv. Wis (Perception/Survival) vs. target; SL3: 8h; SL5: 24h Div 1 bns 90 ft Conc, 1 h 2ND LEVEL SPELL DESCRIPTION SAVE SCHOOL TIME RANGE COMP DURATION B PG. Cordon of Arrows 4+2/SL arrows/bolts attack first crea in 30 ft one at a time for 1d6 Piercing dmg; save halves 1 a 5 ft V,S,M 8 h Dex Trans Pass Without Trace Any within 30-ft rad +10 Dex(Stealth) checks, leave no tracks, can't be tracked by nonmagical means Abjur 1 a Self V,S,M Conc, 1 h P 264 P 275 Silence (R) 20-ft rad no sound propagates; all within deafened, immune to Thunder dmg, can't use verbal comp. Illus 1 a 120 ft V,S Conc, 10 min **3RD LEVEL** DESCRIPTION SPELL SAVE SCHOOL TIME RANGE COMP DURATION R PC Throw weapon or ammo; copies rain down for 3d8 dmg; dmg type as weapon; save halves P 225 Conjure Barrage Dex Conj 1 a 60-ft cone V.S.M Instantaneous Water Walk (R) 10 willing creatures can move across any liquid for the duration; rise to surface if underwater P 287 1 a 30 ft V.S.M 1 h Trans 4TH LEVEL SPELL DESCRIPTION SAVE SCHOOL TIME RANGE COMP DURATION B PG. 1 willing crea; magic cannot reduce speed, paralyze, restrain; use 5 ft to escape nonmagical restrains Abjur V,S,M 1 h P 244 Freedom of Movement Touch **5TH LEVEL** DESCRIPTION SPELL SAVE SCHOOL TIME RANGE COMP DURATION PG. Turn ammo/thrown wea into volley; 40-ft rad 20-ft high 8d8 dmg; dmg type as weapon; save halves Conjure Volley Dex Conj 1 a 150 ft V,S,M Instantaneous Swift Quiver Quiver gives nonmagical ammo; bns a to make 2 atks with weapon that uses ammo from that quiver 1 bns Touch V,S,M Conc, 1 min P 279