

CHARACTER NAME

20 Ranger (Hunter Conclave)

LEVEL & CLASS

PLAYER NAME

Outlander

BACKGROUND Exile or outcast

Elf, Dark (Drow)

RACE

355,000

EXPERIENCE

Next Level

STRENGTH

+1

12

DEXTERITY

+5

20

CONSTITUTION

+2

14

INTELLIGENCE

0

10

WISDOM

+4

18

CHARISMA

0

11

STR +7 DEX +11 CON +2 INT 0 WIS +4 CHA 0

RESISTANCES

Adv. on saves vs. being charmed;
Magic can't put me to sleep; Adv.
vs. spells and abilities of
aberrations; Dex save vs. area
effects: fail — half dmg, success —
no dmg

SAVING THROWS

ACROBATICS (Dex) +5
ANIMAL HANDLING (Wis) +4
ARCANA (Int) 0
ATHLETICS (Str) +7
DECEPTION (Cha) 0
HISTORY (Int) 0
INSIGHT (Wis) +4
INTIMIDATION (Cha) 0
INVESTIGATION (Int) 0
MEDICINE (Wis) +4
NATURE (Int) 0
PERCEPTION (Wis) +10
PERFORMANCE (Cha) 0
PERSUASION (Cha) 0
RELIGION (Int) 0
SLEIGHT OF HAND (Dex) +5
STEALTH (Dex) +5
SURVIVAL (Wis) +10
TOOL

SKILLS

MAXIMUM
HIT POINTS

+6
PROFICIENCY
BONUS

19
ARMOR
CLASS

Temporary Hit Points:

CURRENT HIT POINTS

SUCCESSES

FAILURES

DEATH
SAVES

LEVEL DIE USED

20 d10+2

HIT DICE

ENCUMBERED

20 ft

SPEED

FEATURE

Faerie Fire

Darkness

MAX

1

1

RECOVER

LR

LR

USED

LIMITED FEATURES

ACTIONS

Attack (2 attacks per action)

Faerie Fire

Darkness

Multiattack: Whirlwind Attack

BONUS ACTIONS

Fleet of Foot

Vanish

Off-hand Attack

REACTIONS

ACTIONS

ATTACK NAME

Scimitar +2

Finesse, light

DESCRIPTION

Scimitar +2 (off-hand)

Finesse, light

Longbow

Ammunition, heavy, two-handed

PROF ABILITY

✓ Dex

Melee

✓ Dex

Melee

✓ Dex

150/600 ft

RANGE

Melee

Melee

Melee

Melee

Melee

Melee

Melee

TO HIT

+13

+13

+13

+13

+13

+13

+13

DAMAGE

1d6+7

1d6+7

1d6+7

1d6+7

1d6+7

1d6+7

1d6+7

DAMAGE TYPE

Slashing

Slashing

Slashing

Slashing

Slashing

Slashing

Slashing

ATTACKS: WEAPONS & CANTRIPS

20

PASSIVE WISDOM (PERCEPTION)

Darkvision 120 ft; Sunlight Sensitivity

SENSES

NAME

TOTAL

Arrows

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

AMMUNITION

NAME

TOTAL

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

AMMUNITION

- **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 presence, 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

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

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.

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).

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

	#	LB
ADVENTURING GEAR		
SUBTOTAL		

	#	LB
ADVENTURING GEAR		
SUBTOTAL		

[illegible]

	CP
	SP
	EP
	GP
	PP
WEIGHT CARRIED	
ENCUMBERED	
61 - 120 lb	
HEAVILY ENCUMBERED	
121 - 180 lb	
PUSH/DRAW/LIFT	
181 - 360 lb	



1ST LEVEL

2ND LEVEL

3RD LEVEL

4TH LEVEL

5TH LEVEL

6TH LEVEL

7TH LEVEL

8TH LEVEL

9TH LEVEL

CHARACTER NAME

SPELL SLOTS

RANGER SPELLS

Wisdom

SPELLCASTING ABILITY

+10

ATTACK MODIFIER

DC 18

SAVING THROW DC

1ST LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Cure Wounds	1 creature is healed for 1d8+1d8/SL+spellcasting ability modifier hp	—	Evoc	1 a	Touch	V,S	Instantaneous	P	230
Hail of Thorns	Next ranged weapon attack, all within 5 ft of target 1d10+1d10/SL Piercing dmg; save halves	Dex	Conj	1 bns	Self	V	Conc, 1 min	P	249
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	V	Conc, 1 h	P	251

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	Dex	Trans	1 a	5 ft	V,S,M	8 h	P	228
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
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	P	275

3RD LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Conjure Barrage	Throw weapon or ammo; copies rain down for 3d8 dmg; dmg type as weapon; save halves	Dex	Conj	1 a	60-ft cone	V,S,M	Instantaneous	P	225
Water Walk (R)	10 willing creatures can move across any liquid for the duration; rise to surface if underwater	—	Trans	1 a	30 ft	V,S,M	1 h	P	287

4TH LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Freedom of Movement	1 willing crea; magic cannot reduce speed, paralyze, restrain; use 5 ft to escape nonmagical restrains	—	Abjur	1 a	Touch	V,S,M	1 h	P	244

5TH LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Conjure Volley	Turn ammo/thrown wea into volley; 40-ft rad 20-ft high 8d8 dmg; dmg type as weapon; save halves	Dex	Conj	1 a	150 ft	V,S,M	Instantaneous	P	226
Swift Quiver	Quiver gives nonmagical ammo; bns a to make 2 atks with weapon that uses ammo from that quiver	—	Trans	1 bns	Touch	V,S,M	Conc, 1 min	P	279