

DUNGEONS & DRAGONS®

CHARACTER NAME

ranger 1
CLASS & LEVEL
wood elf
RACE

outlander
BACKGROUND
NG
ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

+3

16

DEXTERITY

+4

19

CONSTITUTION

+2

15

INTELLIGENCE

+2

15

WISDOM

+3

16

CHARISMA

+0

10

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +5 Strength
- ☒ +6 Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☐ Charisma

SAVING THROWS

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

SKILLS

15

ARMOR CLASS

+4

INITIATIVE

35

SPEED

Hit Point Maximum 12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d20

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

spear +5 1d6+3 piercing
dagger +6 1d4+4 piercing
longbow +6 1d8+4 piercing
spear, thrown: +6 attack, 1d6+4 damage
range 20/60
spear 2-handed damage 1d8+3
dagger thrown: range 20/60
ARROWS: 20

ATTACKS & SPELLCASTING

15

PASSIVE WISDOM (PERCEPTION)

armor: light & medium, shields
weapons: all weapons

Language: Common, Elvish, Goblin,
Dwarvish

OTHER PROFICIENCIES & LANGUAGES

CP

GP

EP

GP

DP

-leather armor
-dagger
-spear
-longbow +20 arrows
-backpack
-bedroll
-tinderbox
-10 torches
-10 days rations
-waterskin
-50' rope
-hunting net

EQUIPMENT

I would run 25 miles
without stopping, to warn
my people of impending
danger.

PERSONALITY TRAITS

Nature: The forest & the
natural world are more important
than civilization.

IDEALS

An injury to my home
forest is an injury to me.

BONDS

I am slow to trust members
of other races, tribes, &
societies.

FLAWS

Darkvision.

Key Ancestry: advantage on saves
vs. charms, can be put to sleep

Treasure: 4 hours = long rest

Mask of the Wild: you can attempt
to hide when lightly obscured

Favored Enemies: Orcs + Goblins
advantage on survival checks to
track them, passive Nature 19 for
information about them

Favored Terrain: forest
proficiency bonus is doubled
see PHB p. 91 for other buffs

Fighting Style: archery

Ranger Archetype: Beast Master

Feature: Wanderer: you have an
excellent memory for geography
and you can always find
food & water in hospitable
country

FEATURES & TRAITS



187

AGE

6'0"

HEIGHT

170 lbs.

WEIGHT

EYES

green

SKIN

copper

HAIR

black

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

FEATURES & TRAITS

I am a wood elf from a reclusive community living deep within Neverwinter Woods. Wood elves kept to themselves and are distrustful of outsiders. I roam the borders of the forest looking for possible threats to my community. I specialize in protecting the forest from incursions of orcs & goblins. I have come to Oakhurst to investigate the goblin infestation in the Sunless Citadel and drive them out if I can.