D&D BEYOND

CHARACTER NAME

Ranger Hunter 5
CLASS & LEVEL

PLAYER NAME

Elf
SPECIES

Soldier
BACKGROUND

(Milestone)
EXPERIENCE POINTS

STRENGTH 8 (-1)
DEXTERITY 18 (+4)
CONSTITUTION 16 (+3)
INTELLIGENCE 10 (+0)
WISDOM 13 (+1)
CHARISMA 12 (+1)

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

Saving Throw Modifiers
Advantage Made to avoid or end the Charmed

SAVING THROWS

+4 Acrobatics DE
+1 Animal Handling WIS
+0 Arcana INT
+2 Athletics STR
+1 Deception CHA
+0 History INT
+1 Insight WIS
+4 Intimidation CHA
+0 Investigation INT
+1 Medicine WIS
+3 Nature INT
+4 Perception WIS
+1 Performance CHA
+1 Persuasion CHA
+0 Religion INT
+4 Sleight of Hand DEX
+10 Stealth DEX
+4 Survival WIS

SKILLS

+4
INITIATIVE

ARMOR 16
CLASS

Immunities - Magical Sleep
DEFENSES

HEROIC INSPIRATION

+3
PROFICIENCY BONUS

ABILITY SAVE DC

35 ft. (Walking)
SPEED

Max HP 49 | **Current HP** | Temp HP --
HIT POINTS

Total 5d10
HIT DICE

SUCCESSES
FAILURES
DEATH SAVES

=== ARMOR ===
Light Armor, Medium Armor, Shields

=== WEAPONS ===
Martial Weapons, Simple Weapons

=== TOOLS ===
Dice Set

=== LANGUAGES ===
Common, Common Sign Language, Draconic, Elvish, Sylvan

PROFICIENCIES & TRAINING

=== ACTIONS ===
Standard Actions
Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

=== BONUS ACTIONS ===
Hunter ' s Lore
When a creature is marked by your Hunter ' s Mark, you know whether the creature has any Immunities, Resistances, Vulnerabilities, and if the creature has any, you know what they are.

Hunter ' s Mark " 3 / Long Rest
You always have Hunter ' s Mark prepared and can cast it without expending a spell slot 3 times per Long Rest.

ACTIONS

14 PASSIVE PERCEPTION
11 PASSIVE INSIGHT
10 PASSIVE INVESTIGATION

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Scimitar	+7	1d6 Slashin	Martial, Dual Wield, Fines
Shortbow	+9	1d6+4 Pierc	Simple, Ammunition, Ran
Shortsword	+7	1d6+4 Pierc	Martial, Finesse, Light, Ve
Unarmed Strike	+2	0 Bludgeon	

WEAPON ATTACKS & CANTRIPS

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=== RANGER FEATURES ===

* Core Ranger Traits " PHB-2024 119

* Spellcasting " PHB-2024 119

* Favored Enemy " PHB-2024 119
You always have Hunter ' s Mark prepared and can cast it without expending a spell slot 3 times per Long Rest.

| Hunter ' s Mark: 3 / Long Rest " 1 Bonus Action

* Weapon Mastery " PHB-2024 120

* Deft Explorer " PHB-2024 120
You gain Expertise with one of your skill proficiencies.

You know two languages of your choice.

* Fighting Style " PHB-2024 120

| Fighting Style feat " br-2024

* Ranger Subclass " PHB-2024 120

| Hunter

* Hunter ' s Lore " PHB-2024 127
When a creature is marked by your Hunter ' s Mark, you know whether the creature has any Immunities, Resistances, Vulnerabilities, and if the creature has any, you know what they are.

| 1 Bonus Action

* Hunter ' s Prey " PHB-2024 127
You gain one option of your choice. Whenever you finish a Short or Long Rest, you can replace the option with the other one.
Once per turn, when you hit a creature that ' s missing any of its HP with a weapon, the weapon deals an extra 1d8 damage.

| 1 Action

* Ability Score Improvement " PHB-2024 120

* Extra Attack " PHB-2024 120
You can attack twice instead of once whenever you take the Attack action on your turn.

=== ELF SPECIES TRAITS ===

* Creature Type " PHB-2024 190
You are a Humanoid.

* Size " PHB-2024 190
You are Medium.

* Speed " PHB-2024 190
Your speed is 30 ft.

* Darkvision " PHB-2024 190
You have Darkvision with a range of 60 ft.

* Elven Lineage " PHB-2024 190
Choose a lineage from the Elven Lineages table. You gain the level 1 benefit of that lineage.

| Wood Elf Lineage "
Your Speed increases to 35 ft. and you gain the spells outlined in the Elven Lineages table.

* Elven Lineage Spells " PHB-2024 189

| Wood Elf - Wisdom "

* Fey Ancestry " PHB-2024 190
avoid or end the Charmed condition.

* Keen Senses " PHB-2024 190
You have proficiency in the Insight, Perception, or Survival skill.

* Trance " PHB-2024 190
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.

=== FEATS ===

* Ability Score Improvement " PHB-2024 202
Increase one ability score by 2 or two ability scores by 1.

* Archery " PHB-2024 209
You gain a +2 bonus to attack rolls with Ranged weapons.

* Savage Attacker " PHB-2024 201
Once per turn when you hit a target with a weapon, you can roll the weapon ' s damage dice twice and use either roll against the target.

* Soldier Ability Score Improvements " PHB-2024 185

| Increase two scores (+2 / +1) "

* Weapon Mastery " PHB-2024 120

| Scimitar (Nick) "
Nick. When you make the extra attack of the Light property, you can make it as part of the Attack action instead of as a Bonus Action. This extra attack can only be made once per turn.

FEATURES & TRAITS

CP	SP	EP	GP	PP
0	0	0	343	0

WEIGHT CARRIED 105 lb.
ENCUMBERED 120 lb.
PUSH/DRAG/LIFT 240 lb.

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Potion of Healing	2	1 lb.	Bedroll	1	7 lb.
Studded Leather	1	13 lb.	Bell	1	--
Shortbow	1	2 lb.	String	1	--
Scimitar	1	3 lb.	Tinderbox	1	1 lb.
Shortsword	1	2 lb.	Torch	10	10 lb.
Backpack	1	5 lb.	Waterskin	1	5 lb.
Quiver	1	1 lb.	Dice	1	--
Alchemist's Fire	1	1 lb.	Healer's Kit	1	3 lb.
Antitoxin	1	--	Grappling Hook	1	4 lb.
Sprig of Mistletoe	1	--	Climber's Kit	1	12 lb.
Traveler's Clothes	1	4 lb.	Arrows	40	2 lb.
Oil	2	2 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
Ball Bearings	1,000	2 lb.			
Rations	10	20 lb.			
Rope	1	5 lb.			

EQUIPMENT

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Vex. If you hit a creature with a Shortbow and deal damage to it, you have Advantage on your next attack roll against that creature before the end of your next turn.

| Vex (Shortbow): 1 Action

| Nick (Scimitar): 1 Action

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

ADDITIONAL EQUIPMENT

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CHARACTER NAME

		Medium		
GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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Ranger

SPELLCASTING CLASS

WIS	12	+4
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)							
o	Druidcraft	Elven Lineage S	--	1A	30 ft.	V,S	Instantar	PHB-2	V/S
	=== 1st LEVEL ===	4 Slots OOOO							
o	Cure Wounds	Ranger	--	1A	Touch	V,S	Instantar	PHB-2	V/S
o	Goodberry	Ranger	--	1A	Self	V,S,	24 hours	PHB-2	D: 24h, V/S/M
o	Entangle	Ranger	STR	1A	90 ft./20	V,S	Concent	PHB-2	D: 1m, 20 ft. Square, V/S
o	Detect Magic [R]	Ranger	--	1A	Self/30 f	V,S	Concent	PHB-2	D: 10m, 30 ft. Sphere, V/S
o	Speak with Animals	Ranger	--	1A	Self	V,S	10 minut	PHB-2	D: 10m, V/S
o	Longstrider	Elven Lineage S	--	1A	Touch	V,S,	1 hour	PHB-2	1/LR, D: 1h, V/S/M
o	Longstrider	Elven Lineage S	--	1A	Touch	V,S,	1 hour	PHB-2	D: 1h, V/S/M
P	Hunter's Mark	Favored Enemy	--	1BA	90 ft.	V	Concent	PHB-2	Ext. D: (See Description)*, D:
	=== 2nd LEVEL ===	2 Slots OO							
o	Lesser Restoration	Ranger	--	1BA	Touch	V,S	Instantar	PHB-2	V/S
o	Pass without Trace	Elven Lineage S	--	1A	Self/30 f	V,S,	Concent	PHB-2	1/LR, D: 1h, 30 ft. Emanation,
o	Pass without Trace	Elven Lineage S	--	1A	Self/30 f	V,S,	Concent	PHB-2	D: 1h, 30 ft. Emanation, V/S/M

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