

ELF RANGER

1st-Level Medium Wood Elf Ranger

AC 15 (studded leather)

Hit Points 12 (1d10 Hit Die)

Proficiency Bonus +1

Speed 35 ft.

Alignment neutral good

Languages Common, Elvish

ABILITY SCORES

Strength	12	(+1)
Dexterity	17	(+3); add proficiency bonus to saves
Constitution	14	(+2)
Intelligence	10	(+0)
Wisdom	14	(+2); add proficiency bonus to saves
Charisma	8	(-1)

ATTACKS

Melee Attack (Two-Weapon Fighting): Scimitar (+4 to hit; 1d6 + 3 slashing) and scimitar (+4 to hit; 1d6 slashing)

Ranged Attack: Longbow (range 150 ft./600 ft.; +4 to hit; 1d8 + 3 piercing)

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.

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.

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.