

ELF RANGER

1st-Level Medium Wood Elf Ranger

AC 15 (studded leather)

Hit Points 12 (1d10 Hit Die)

Speed 35 ft.

Alignment neutral good

Languages Common, Elvish

ABILITY SCORES

Strength	12	(+1)
Dexterity	17	(+3)
Constitution	14	(+2)
Intelligence	10	(+0)
Wisdom	14	(+2)
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; 1d10 + 3 piercing)

LORE

When you make an intelligence check to recall cultural lore (elves) or natural lore, you gain a +10 bonus to the check.

EQUIPMENT

Studded leather, scimitars (2), longbow (20 arrows), *potion of healing*, candle, clothes, healer's kit, backpack, bedroll, belt pouch, hempen rope (50 ft.), navigator's tools, rations (4 days), tent, tinderbox, waterskin, winter blanket, 4 gp, and 4 sp.

Racial Traits

Free Spirit. You are immune to the charmed condition and to any effect that would put you to sleep.

Keen Senses. You have advantage on all Wisdom checks to listen and spot.

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.

Proficiencies. You have proficiency with the long sword, short sword, shortbow, and longbow.

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

Attack Bonus. You gain a +1 bonus to any attack roll using a weapon with which you have proficiency (the bonus is included above).

Expertise. You have a d6 as an expertise die. When you make a Dexterity check, you can roll your expertise die and add the number rolled to the check.

Proficiencies. You have proficiency with all weapons, light armors, medium armors, and shields. You are also proficient in riding.

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.

Proficiency. You have proficiency with navigator's tools.