

Level 4 Elf Ranger

AC 16 **Hit Points** 40
Speed 35 ft. **Hit Dice** 4d10

Strength	10	(+0)
Dexterity	18	(+4)
Constitution	14	(+2)
Intelligence	12	(+1)
Wisdom	15	(+2)
Charisma	8	(-1)

Attacks

Rapier +6; 1d8 + 4 piercing damage

Longbow +6; 1d8 + 4 piercing damage (150 ft/600 ft)

Skills

Skills: Climb, jump, recall lore (subterranean lore), sneak, spot, and swim.

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

Humanoid Lore: You have advantage on Intelligence checks to recall lore about gnolls, goblinoids, and orcs.

Race: Wood Elf

Languages: Common, Dwarvish, Elvish

Low-Light Vision: You can see in dim light as well as you do in bright light.

Elf Weapon Training: You are proficient with the long sword, short sword, shortbow, and longbow.

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

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: Elves do not need to sleep. Instead, they meditate deeply for 4 hours a day. (The Common word for such meditation is “trance.”) While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After

resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Class: Ranger

Armor and Weapon Proficiencies: Light and medium armor, shields, and all simple and martial weapons

Favored Enemy (Brute Hunter): You have hunted orcs, goblins, and other evil humanoids that despoil the land. Such brutes rely on numbers to overrun their victims. Thus, you have learned how to fight well while outnumbered.

You gain the following feature.

Pack Awareness: If you are not surprised at the start of combat, creatures of your choice within 25 feet of you are also not surprised, provided that those creatures are conscious.

Weave through the Fray: Opportunity attacks against you have disadvantage.

Wary: You gain advantage on Wisdom checks to avoid being surprised.

Spellcasting: You can prepare up to three spells per day. You have three 1st-level spell slots that you can use to cast 1st-level spells you’ve prepared.

Spell Preparation: You must prepare your spells before casting them. After a long rest, you regain all your spell slots. You can choose any spell from the ranger’s spell list, provided you can cast ranger spells of that level.

Preparing your spells requires time spent in meditation: at least one minute per spell level for each spell you prepare. You can choose to prepare spells from the following 1st-level ranger spell list.

Level 1 Spells

Animal Friendship
Create Water
Cure Wounds
Expeditious Retreat
Fog Cloud
Goodberry

Saving Throw DCs: When a ranger spell that you cast calls for a saving throw, the save DC equals 13.

Track: You can spend 1 minute looking for signs of other creatures’ passage. You detect if any creatures have passed through the immediate

vicinity (100 feet around you) within the last 24 hours. You learn the number of creatures, their sizes, and the speed and direction they were traveling.

Under certain circumstances, a Wisdom check is required to detect the signs of passage:

- if more than a day has passed since the creatures passed
- if the creatures intentionally obscured their trail
- if weather has obscured their trail, such as after hard rain, heavy snow, or wind-blown sand
- if the terrain makes discerning a trail difficult, such over a river or a solid rock shelf
- if the area has been heavily traveled by many creatures, such as along a road or inside a city

Background: Guide

Trait—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.

Equipment

Dragon leather armor, rapier, longbow, quiver, 60 arrows, a belt pouch containing 34 gp and 4 sp, and an adventurer's kit consisting of a backpack, a healer's kit, a mess kit, 50 feet of hempen rope, a tinderbox, ten torches, ten days of rations, and a waterskin