

CHARACTER NAME

Ranger 3 - Burghal Explorer Urchin

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Forest Gnome

RACE

ALIGNMENT

FACTION

STRENGTH

10

DEXTERITY

15

CONSTITUTION

13

INTELLIGENCE

12

WISDOM

15

CHARISMA

10

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +2 Strength
- ☒ +4 Dexterity
- ☐ +1 Constitution
- ☐ +1 Intelligence
- ☐ +2 Wisdom
- ☐ - Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☒ +2 Athletics (Str)
- ☐ - Deception (Cha)
- ☐ +1 History (Int)
- ☒ +4 Insight (Wis)
- ☐ - Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☒ +4 Perception (Wis)
- ☐ - Performance (Cha)
- ☐ - Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☒ +4 Sleight of Hand (Dex)
- ☒ +4 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

13

ARMOR CLASS

+2

INITIATIVE

25'

SPEED

Hit Point Maximum 25

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3

d10 (6)

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

javelin*

+2/6

1d6

1/4 staff*

+2

1d6

longbow*

+6

1d8 + 2

*javelin throw (+6) range 20/60

*quarterstaff versatile 2hand (1d8)

*longbow ammo, heavy, 2hand, range 150/600

grazing strike: 1d4 extra, extra conditions

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

common, gnomish

tools: disguise kit, thief's tools

armor: light/medium, shields

weapon: simple/martial

OTHER PROFICIENCIES & LANGUAGES

CP

10

leather armor, javelin, quarterstaff, longbow, arrows (20)

SP

small knife, map of Port Nyanzaru, a pet mouse, token to remember your parents, common clothes, pouch

EP

GP

GP

GP

GP

a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, and 50 feet of hempen rope.

EQUIPMENT

DARKVISION 60'

GNOME CUNNING.

You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

NATURAL ILLUSIONIST.

You know the minor illusion cantrip. Intelligence is your spellcasting ability for it.

SPEAK WITH SMALL BEASTS.

Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts. Forest gnomes love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as beloved pets.

FAVORED ENEMY (UNDEAD)

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies.

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

NATURAL EXPLORER (URBAN)

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
 - Your group can't become lost except by magical means.
 - Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
 - If you are traveling alone, you can move stealthily at a normal pace.
 - When you forage, you find twice as much food as you normally would.
 - While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.
- You choose additional favored terrain types at 6th and 10th level.

OVER --->

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

FIGHTING STYLE

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Archery

You gain a +2 bonus to attack rolls you make with ranged weapons.

PRIMEVAL AWARENESS

Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

SPELLCASTING

By the time you reach 2nd level, you have learned to use the magical essence of nature to cast spells, much as a druid does. See chapter 10 for the general rules of spellcasting and chapter 11 (or the Spells Listing) for the ranger spell list.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

City Secrets

You know the secret patterns and flow to cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in the city twice as fast as your speed would normally allow.

CHARACTER BACKSTORY

Spell Slots

The Ranger table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell animal friendship and have a 1st-level and a 2nd-level spell slot available, you can cast animal friendship using either slot.

Spells Known of 1st Level and Higher

You know two 1st-level spells of your choice from the ranger spell list.

The Spells Known column of the Ranger table shows when you learn more ranger spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the ranger spells you know and replace it with another spell from the ranger spell list, which also must be of a level for which you have spell slots.

RANGER ARCHETYPE

BURGHAL MAGIC

Starting at 3rd level, you learn an additional spell with you reach certain levels in this class, as shown in the Ruin Dweller Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

RANGER LEVEL

RANGER LEVEL	SPELL
3rd	find familiar
5th	misty step
9th	tongues
13th	Mordenkainen's faithful hound
17th	animate objects

ADDITIONAL FEATURES & TRAITS

GRAZING STRIKE

At 3rd level, you gain the ability to hinder your foes with your strikes. Whenever you hit a creature with a weapon attack, you can graze your target's arm, leg, chest, or head. When you do, the creature takes an additional 1d4 damage of the weapon's type and you impose one of the follow effects on that target:

Head.

It has disadvantage the next saving throw it makes before the end of its next turn.

Arm. It has disadvantage on the next Strength check or attack roll it makes before the end of its next turn.

Leg.

Its movement speed is reduced by 10 feet until the end of its next turn.

Chest.

It must succeed a Strength saving throw. If it fails, you can push it up to 5 feet away from you. If it hits a wall, or other permanent structure as a result of being pushed, it takes an additional 1d6 bludgeoning damage.

TREASURE