

Ranger 3 - Wasteland

Outlander - Trapper

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Waterdhavian Human

RACE

ALIGNMENT

FACTION

CHARACTER NAME

STRENGTH

11

DEXTERITY

16

CONSTITUTION

14

INTELLIGENCE

11

WISDOM

15

CHARISMA

11

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +2 Strength
- ☒ +5 Dexterity
- ☐ +2 Constitution
- ☐ - Intelligence
- ☐ +2 Wisdom
- ☐ - Charisma

SAVING THROWS

- ☐ +3 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ - Arcana (Int)
- ☒ +2 Athletics (Str)
- ☐ - Deception (Cha)
- ☐ - History (Int)
- ☐ +2 Insight (Wis)
- ☐ - Intimidation (Cha)
- ☒ +2 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ - Nature (Int)
- ☒ +4 Perception (Wis)
- ☐ - Performance (Cha)
- ☐ - Persuasion (Cha)
- ☐ - Religion (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☒ +5 Stealth (Dex)
- ☒ +4 Survival (Wis)

SKILLS

14

ARMOR CLASS

+3

INITIATIVE

30'

SPEED

Hit Point Maximum 28

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3

d10 (6)

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

shrtswrd*

+5

1d6 +3

longbow*

+5

1d8 + 3

*shortsword finesse, light

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

2 weapon fighting

2 attacks +3 on damage for both

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

common, primordial, orc

tools: lyre

armor: light/medium, shield

weapons: simple/martial

OTHER PROFICIENCIES & LANGUAGES

CP

10

leather armor, shortsword (2), longbow (20)

SP

EP

GP

PP

staff, hunting trap, tooth from wereboar, traveler's clothes, pouch

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

EQUIPMENT

FAVORED ENEMY (ABBERATIONS)

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 (UNDERDARK)

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.

Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

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

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.

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.

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.

ADDITIONAL FEATURES & TRAITS

WASTELAND MAGIC

Starting at 3rd level, you learn an additional spell with you reach certain levels in this class, as shown in the Wasteland 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	Spell
3rd	purify food and drink
5th	aid
9th	mass healing word
13th	death ward
17th	mass cure wounds

VIGILANT GUARDIAN

At 3rd level, you become harder to ambush and can't be surprised while within your favored terrain. If a member of your party is surprised at the start of combat, you have advantage on initiative rolls.

Additionally, you can use your bonus action to make a Wisdom (Perception) or Intelligence (Investigation) check to notice hidden enemies. If you notice a hidden creature, you can immediately move up to half your speed and make one additional weapon attack against that target, as part of that same bonus action. When you do, you have advantage on the attack and you deal an additional 2d8 damage on a hit.

TREASURE



Ranger (known 3)

SPELLCASTING
CLASS

Wisdom

SPELLCASTING
ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3

PREPARED

SPELL NAME

- ☐ PURIFY FOOD AND WATER
- ☐ CURE WOUNDS
- ☐ LONGSTRIDER
- ☐ HUNTER'S MARK

SPELLS KNOWN

2

4

7

8

5

9