

MUK & BIRDSQUIRREL (companion)

CHARACTER NAME

D&D 5TH EDITION CHARACTER SHEET
SUPPORTING EXTRA LIFE

Beast Master Ranger 3

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Dankwood Goblin

Folk Hero

RACE

ALIGNMENT

EXPERIENCE POINTS

I just gotta know what is around the next bend!

PERSONALITY TRAITS

I will do anything for my buddy, birdsquirrel.

Friendship! Adventure is great, but better when shared with a friend.

IDEALS

I'm so curious, I forget that it can get me into trouble!

BOND

STRENGTH

+0

10

DEXTERITY

+3

16

CONSTITUTION

+2

14

INTELLIGENCE

+0

10

WISDOM

+2

14

CHARISMA

+1

12

PROFICIENCY BONUS

+2

PASSIVE WISDOM
(perception)

14

ARMOR CLASS

15

INITIATIVE

+2

SPEED

30 ft.
MAX

INSPIRATION

SAVING THROWS

+2

+0

+5

+2

+2

+1

+2

+1

+0

CON

+1

CHA

HIT POINTS

3d10
TOTAL
(level)

TEMPORARY

DEATH SAVES



SKILLS

+3 ACROBATICS (DEX)

+4 ANIMAL HANDLING (WIS)

+0 ARCANA (INT)

+2 ATHLETICS (STR)

+1 DECEPTION (CHA)

+0 HISTORY (INT)

+2 INSIGHT (WIS)

+1 INTIMIDATION (CHA)

+0 INVESTIGATION (INT)

+2 MEDICINE (WIS)

+0 NATURE (INT)

+4 PERCEPTION (WIS)

+1 PERFORMANCE (CHA)

+1 PERSUASION (CHA)

+0 RELIGION (INT)

+3 SLEIGHT OF HAND (DEX)

+5 STEALTH (DEX)

+4 SURVIVAL (WIS)

ATTACKS & SPELLCASTING

NAME

ATTACK BONUS

DAMAGE/TYPE

Dagger

+5

1d4+3 Piercing

Shortbow

+5

1d4+3 Piercing
Range (80/320)

Primeval Awareness. You can expend one ranger spell slot (1 minute per level of spell slot) to sense whether any aberrations, celestials, dragons, elementals, fey, fiends, or undead are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain). This feature doesn't reveal the creatures' location or number.

Bonus Actions

Nimble Escape. Muk can take the Disengage or Hide action as a bonus action on each of your turns.

Spellcasting • Spell Slots 3

Muk can cast known ranger spells using WIS as his spellcasting modifier (Spell DC 12, Spell Attack +4).

1st Level: animal friendship, goodberry, zephyr strike

FEATURES & TRAITS

Darkvision 60 ft.

Beastmaster Ranger Features

While traveling for an hour or more in the forest, Muk receives the following bonuses:

- Difficult terrain doesn't slow Muk or his friend's travel, and they can't become lost.
- Muk can move stealthily (while alone, walking)
- Muk can find twice as much food while foraging
- While tracking creatures, Muk learns the exact number, sizes, and how long ago they passed by.

Speak with Small Beasts

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

EQUIPMENT & MONEY

• 10 Gold

LANGUAGES &
PROFICIENCIES

Languages:

Common,
Gnomish, Goblin,

Weapons: Martial
Weapons, Simple
Weapons

Armor: Light
Armor, Medium
Armor, Shields

Tools: Cartog-
rapher's Tools,
Vehicles (Land)