

Mage Slayer Ranger

CHARACTER NAME

Ranger Image

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Elf/Wood Elf

RACE

Lawful Evil

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

-1

9

DEXTERITY

+5

20

CONSTITUTION

+1

12

INTELLIGENCE

0

11

WISDOM

+1

13

CHARISMA

0

11

INSPIRATION

+4

PROFICIENCY BONUS

- ☒ +3 Strength
- ☒ +9 Dexterity
- ☐ +1 Constitution
- ☐ 0 Intelligence
- ☐ +1 Wisdom
- ☐ 0 Charisma

SAVING THROWS

- ☒ +9 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ 0 Arcana (Int)
- ☐ -1 Athletics (Str)
- ☐ 0 Deception (Cha)
- ☐ 0 History (Int)
- ☒ +5 Insight (Wis)
- ☐ 0 Intimidation (Cha)
- ☒ +4 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ 0 Nature (Int)
- ☒ +5 Perception (Wis)
- ☐ 0 Performance (Cha)
- ☐ 0 Persuasion (Cha)
- ☐ 0 Religion (Int)
- ☐ +5 Sleight of Hand (Dex)
- ☒ +9 Stealth (Dex)
- ☒ +5 Survival (Wis)

SKILLS

18

ARMOR CLASS

+5

INITIATIVE

35

SPEED

Hit Point Maximum 78

CURRENT HIT POINTS

TEMPORARY HIT POINTS

10x
(1d10+1)

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Longbow +2

+13

1d8+7 piercing

Number of Attacks: 2

ATTACKS & SPELLCASTING

15

PASSIVE WISDOM (PERCEPTION)

Weapon Proficiencies: Martial; Simple

Armor Proficiencies: Light; Medium; Shields

Language Proficiencies: Common; Elvish

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

TREASURE

EQUIPMENT

Arrow x20
Leather +2
Quiver



Mage Slayer Ranger

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

TREASURE

CHARACTER BACKSTORY



Ranger

SPELLCASTING
CLASS

Wisdom

SPELLCASTING
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK
BONUS

0

CANTRIPS

3

2

☐ Conjure Barrage

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

☐ Cure Wounds

☐ Hunter's Mark

4

7

8

2

3

☐ Locate Object

☐ Pass without Trace

☐ Silence

5

9

SPELLS KNOWN

FEATURES & TRAITS

Darkvision: 60 ft.

Immunities: magical-sleep

-----Actions-----

Primeval Awareness. Spend an X-level spell slot, for X minutes, you sense the types of creatures within 1 mile).

Spellbleed. Starting at 3rd level, your attacks cause spellcasters to potentially lose some of their spellcasting potential for the day. The spellcaster must make a CON saving throw with a DC equal to 10, or half the damage taken, whichever is higher. On a failed save, they lose a spell slot of your choice, not higher than the difference between the DC and the rolled saving throw. E.g. if they fail the save by 3 points, they can lose either a 1st, 2nd or 3rd level spell slot.

-----Reactions-----

Interrupt spell. Starting at 9th level, you can use your reaction to try and break the concentration of any spell being cast by a spellcaster within 60ft of you. Make a ranged spell attack against the target. On a hit, the spellcaster must make a CON saving throw with a DC equal to 10, or half the damage taken, whichever is greater. On a failed save, they lose concentration and the spell fizzles.

-----Other Traits-----

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

Elf Weapon Training. You have proficiency with the longsword shortsword, shortbow, and longbow.

Favored Enemy. You have advantage on survival checks to track creatures and on INT checks to recall info about them.

Fey Ancestry. Advantage on charmed saves and immune to sleep magic.

Fleet of Foot. Your base walking speed increases to 35 feet.

Hide in Plain Sight. You can spend 1 minute camouflaging yourself to gain +10 to Stealth checks when you don't move.

Land's Stride. Moving through nonmagical difficult terrain costs no extra movement, pass through nonmagical plants without being slowed by them and without taking damage from them.

Mask of the Wild. You can try to hide when lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Natural Explorer. Your favored terrain types are not selected. Related to the terrain types: 2X proficiency bonus for INT and WIS checks for which you are proficient, difficult terrain doesn't slow your group, always alert for danger, can move stealthily alone at normal pace, 2x food when foraging, while tracking learn exact number, size, and when they passed through.

Sharpshooter. You have mastered ranged weapons and can make shots that others find impossible. You gain the following benefits:

Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.

Your ranged weapon attacks ignore half cover and three-quarters cover.

Before you make an attack with a ranged weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

Trance. Trance 4 hrs. instead of sleep 8.

Cure Wounds

Ranger Level 1 Evocation DC 13 Spell Mod +5

1 Act. Touch V,S Inst

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

Hunter's Mark

Ranger Level 1 Divination DC 13 Spell Mod +5

1 B.A. 90 ft V Conc, 1 hr

You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature. At Higher Levels: When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

Locate Object

Ranger Level 2 Divination DC 13 Spell Mod +5

1 Act. Self V,S,M Conc, 10 mins

A forked twig

Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement. The spell can locate a specific object known to you, as long as you have seen it up close—within 30 feet—at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon. This spell can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.

Pass without Trace

Ranger Level 2 Abjuration DC 13 Spell Mod +5

1 Act. Self V,S,M Conc, 1 hr

Ashes from a burned leaf of mistletoe and a sprig of spruce

A veil of shadows and silence radiates from you, masking you and your companions from detection. For the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.

Silence (ritual)

Ranger Level 2 Illusion DC 13 Spell Mod +5

1 Act. 120 ft V,S Conc, 10 mins

For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

Conjure Barrage

Ranger Level 3 Conjuraton DC 13 Spell Mod +5

1 Act. Self V,S,M Inst

One piece of ammunition or a thrown weapon

You throw a nonmagical weapon or fire a piece of nonmagical ammunition into the air to create a cone of identical weapons that shoot forward and then disappear. Each creature in a 60-foot cone must succeed on a Dexterity saving throw. A creature takes 3d8 damage on a failed save, or half as much damage on a successful one. The damage type is the same as that of the weapon or ammunition used as a component.
