

Boblin the Goblin

CHARACTER NAME

Level 1 Goblin Ranger
CHARACTER LEVEL, RACE, & CLASS

0
EXPERIENCE

City Watch
BACKGROUND

ALIGNMENT DEITY

Eoin
PLAYER NAME

STRENGTH

+1

12

DEXTERITY

+3

17

CONSTITUTION

+2

14

INTELLIGENCE

-1

9

WISDOM

+0

10

CHARISMA

+2

15

PROFICIENCY BONUS

+2

ABILITY

- ☒ +3 Strength
- ☒ +5 Dexterity
- ☐ +2 Constitution
- ☐ -1 Intelligence
- ☐ +0 Wisdom
- ☐ +2 Charisma

CONDITIONAL

SAVING THROWS

ABILITY

- ☒ +3 Acrobatics (Dex)
- ☒ +2 Animal Handling (Wis)
- ☐ -1 Arcana (Int)
- ☒ +3 Athletics (Str)
- ☐ +2 Deception (Cha)
- ☐ -1 History (Int)
- ☒ +2 Insight (Wis)
- ☐ +2 Intimidation (Cha)
- ☐ -1 Investigation (Int)
- ☐ +0 Medicine (Wis)
- ☐ -1 Nature (Int)
- ☒ +2 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☐ +2 Persuasion (Cha)
- ☐ -1 Religion (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☒ +5 Stealth (Dex)
- ☐ +0 Survival (Wis)

SKILLS

12

PASSIVE PERCEPTION

ARMOR

Unarmored (13)

SHIELD

13

AC

ARMOR CLASS

MAXIMUM

12

HIT DICE

1d10

TEMPORARY

CURRENT HIT POINTS

DEATH SAVING THROWS

SPEED

30ft.

FLY

0ft.

CLIMB

0ft.

SWIM

0ft.

VISION

Darkvision

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

Fury of the Small. When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level. Once you use this trait, you can't use it again until you finish a short or long rest.

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

RACIAL TRAITS

INITIATIVE

+3

1 Attack / Attack Action

NAME

RANGE

ATTACK

DAMAGE / TYPE

FEATURES & TRAITS

Armor Proficiencies. Light Armor, Medium Armor, Shields

Weapon Proficiencies. Simple Weapons, Martial Weapons

Tool Proficiencies. –

Languages. Common, Goblin, Abyssal, Orc, Elvish

PROFICIENCIES & LANGUAGES

ATTACKS & SPELLCASTING

Giant Badger

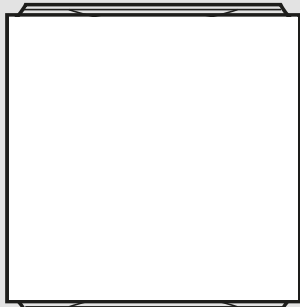
COMPANION NAME

Giant Badger
CREATURE

Companion Selection
OWNER

Medium beast, unaligned
SIZE & TYPE, & ALIGNMENT

1/4
CHALLENGE



COMPANION

STRENGTH

+1

13

DEXTERITY

+0

10

CONSTITUTION

+2

15

INTELLIGENCE

-4

2

WISDOM

+1

12

CHARISMA

-3

5

MAXIMUM

13

HIT DICE

TEMPORARY

CURRENT HIT POINTS

DEATH SAVING THROWS

PROFICIENCY

2

INITIATIVE

+0

SPEED

30 ft., burrow 10 ft.

Senses. darkvision 30 ft.

Languages. —

10

AC

CREATURE STATISTICS

Keen Smell. The badger has advantage on Wisdom (Perception) checks that rely on smell.

Multiattack. The badger makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage.

TRAITS & ACTIONS

Speak with Animals

1st-level divination (ritual)

CASTING TIME	1 action
RANGE	Self
DURATION	10 minutes
COMPONENTS	V, S

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the DM's discretion.

Shortsword

Weapons

2 lb.

Player's Handbook

Darkvision

Vision

Many creatures in the worlds of D&D, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

Goblin

Player's Handbook

Fury of the Small

Racial Trait

When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level. Once you use this trait, you can't use it again until you finish a short or long rest.

Goblin

Volo's Guide to Monsters

Nimble Escape

Racial Trait

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

Goblin

Volo's Guide to Monsters

Favored Enemy

Class Feature

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.

Ranger

Player's Handbook

Goblins

Class Feature

Goblins are small, black-hearted, selfish humanoids that lair in caves, abandoned mines, despoiled dungeons, and other dismal settings. Individually weak, goblins gather in large-sometimes overwhelming-numbers. They crave power and regularly abuse whatever authority they obtain.

Favored Enemy

Monster Manual

Elves

Class Feature

Elves are a magical people of otherworldly grace, living in the world but not entirely part of it. They live in places of ethereal beauty, in the midst of ancient forests or in silvery spires glittering with faerie light, where soft music drifts through the air and gentle fragrances waft on the breeze. Elves love nature and magic, art and artistry, music and poetry, and the good things of the world.

Favored Enemy

Player's Handbook

Natural Explorer

Class Feature

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.

Ranger

Player's Handbook

Forest

Class Feature

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. 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.
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Natural Explorer

Player's Handbook