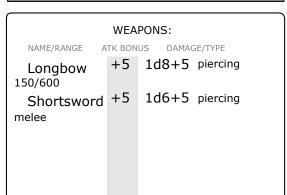


Wood Elf

RACE

Ranger: 3

CLASS & LEVEL



## SPECIAL ABILITIES:

#### **Darkvision**

Hermit

BACKGROUND

Mask of the Wild: you can attempt to Hide when lightly obscured by foliage or weather

### Favoured enemy (Fey):

you have advantage on WIS checks to track and INT checks to recall info on your favoured enemy

### Natural Explorer (forests):

you live easily in this area; when tracking creatures in forests you learn their exact number, size and timings

Fighting style (Archery): +2 to ranged weapon attack rolls

# CANTRIPS:

LEVEL 1: SPELL SLOTS: 2 / LONG REST

SPELLS KNOWN: 2

Speak with Animals

Hail of Thorns

## TOOL PROFICIENCIES:

Herbalism kit

### LANGUAGES:

Common, Elfen, Halfling, Sylvan

WEAPON/ARMOUR PROFICIENCIES:

light and medium armour, shields all martial and simple weapons

### CHARACTER NOTES:

BONDS: I defend the land

from the monsters that threaten it

FLAWS: I let my need to win arguements overshadow harmony

**EQUIPMENT:** 

longbow

2x shortswords

leather armour

notes on your study of Bequetisk Wood

- they detail a great Discovery that you

made

herbalism kit

winter blanket

5gp