



NORAGORN

Ranger : 3

CLASS & LEVEL

Wood Elf

RACE

Hermit

BACKGROUND

PROFICIENCY BONUS: +2

PASSIVE PERCEPTION: 14

+0

STRENGTH

SAVING
THROW

+2

BASE 10

o +0 Athletics

+3

DEXTERITY

SAVING
THROW

+5

BASE 17

o +3 Acrobatics

o +3 Slight of Hand

● +5 Stealth

+1

CON

SAVING
THROW

+1

BASE 13

+1

INTEL.

SAVING
THROW

+1

BASE 12

o +1 Arcana

o +1 History

o +1 Investigation

● +2 Nature

o +1 Religion

+2

WISDOM

SAVING
THROW

+2

BASE 15

● +4 Animal Handling

o +2 Insight

● +4 Medicine

● +4 Perception

● +4 Survival

-1

CHARISMA

SAVING
THROW

-1

BASE 8

o -1 Deception

o -1 Intimidation

o -1 Performance

o -1 Persuasion

14

ARMOUR
CLASS

+3

INITIATIVE

25

HP

Resistances: charmed Immunities: sleep

Hit Dice: 2d10

Speed: 35ft

WIS

SPELLCASTING

+4

ATTACK BONUS

12

SAVE DC

SPECIAL ABILITIES:

Darkvision

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

WEAPONS:

NAME/RANGE

ATK BONUS

DAMAGE/TYPE

Longbow +5 1d8+5 piercing
150/600

Shortsword +5 1d6+5 piercing
melee

CANTRIPS:

LEVEL 1:

SPELL SLOTS: 2 / LONG REST

SPILLS KNOWN: 2

Speak with Animals

Hail of Thorns

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

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 arguments overshadow harmony