



Aarakocra Ranger

Level 5 Player Character (Soldier background)

AC		Hit Points		Hit Dice		Prof. Bonus	
15		39		5D10		+3	
Ability Scores							
STR 12 (+1)	DEX 18 (+4)	CON 14 (+2)	INT 10 (-0)	WIS 15 (+2)	CHA 8 (-1)		
Saving Throws							
STR +4	DEX +7	CON +2	INT +0	WIS +2	CHA -1		
Skill Proficiencies							
Athletics +4		Nature +3		Survival +5			
Intimidation +2		Stealth +7					
Other Proficiencies							
Light Armor		Medium Armor		Simple Weapons			
Martial Weapons		Shields					
Equipment							

Adventuring Gear
Arrows
Leather Armor
Long bow
Short sword

Favorite Attack

Longbow. *Ranged Weapon Attack:* 1d20 +9, reach 150/600ft, one target. Hit 1d8 +4 piercing damage

Shortsword. *Melee Weapon Attack:* 1d20 +7, reach 5ft, one target. Hit 1d6 +4 piercing damage

Spells

Spell Attack Roll
d20 +5

Spell Save DC
13

1st-Level Spell Slots: 4 □□□□

Animal Friendship. Charm a nearby beast.

Beast Bond. Gain a telepathic link with a friendly beast.

Speak with Animals. Communicate with beasts.

Hunter's Mark. Use a bonus action to mark one creature as your enemy, until the spell ends you deal an extra 1d6 of force damage whenever you hit it with an attack. You also have advantage on any WIS checks to find this creature.

2nd- Level Spell Slots: 2 □□

Gust of Wind. Create a magical blast of strong wind that pushes your enemies away. Creatures must make a STR saving throw of 13 or more otherwise they are pushed back 15 feet.

Speak with Animals. Communicate with 2 beasts.

Class Features

Extra Attack. Attack twice for each attack action.

Horde Breaker. Once per turn, when you attack, you may attack another enemy within 5 feet of the first target using the same weapon.

Savage Attacker. Once per turn, when you hit with an attack, roll the damage dice twice and choose which roll to use.

Favored Enemy - Undead. Gain advantage on Survival and Intelligence checks to track or recall information about the undead.

Natural Explorer - Forests. Your group is not slowed down by difficult terrain in forests. You find it easier to survive and move within forests.

Wind Caller. Once per long rest, you can cast Gust of Wind for free.

Other Features

Flight. You can fly 30ft each turn.

Speaks. Common, Dwarvish and Leonin

Speed. 30ft.

Talons. *Melee Attack:* 1d20 +4, reach 5ft, one target. Hit 1d6+1 slashing damage

