

Lisantha Brightstar

CHARACTER NAME

Ranger (Hunter)

CLASS & LEVEL

Wood Elf

RACE

Outlander

BACKGROUND

PLAYER NAME

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

0

11

DEXTERITY

+3

16

CONSTITUTION

+1

12

INTELLIGENCE

0

10

WISDOM

+3

16

CHARISMA

0

10

INSPIRATION

+2

PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

15

ARMOR CLASS

+3

INITIATIVE

35

SPEED

Hit Point Maximum 18 25

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2 3

d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Longbow

+7

d8+3

Range 120/600

Scimitar

+3

d6+3

ATTACKS & SPELLCASTING

15

PASSIVE WISDOM (PERCEPTION)

Common  
Elvish

OTHER PROFICIENCIES & LANGUAGES

CP

Longbow  
Scimitar

SP

Studded Leather Armor

EP

Explorer's Pack:

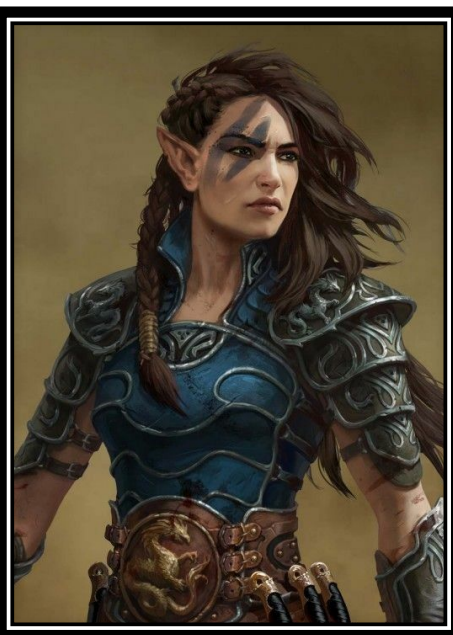
- Backpack
- Bedroll
- Mess Kit
- Tinderbox
- 10 torches
- 50 feet of rope

GP

GP

PP

EQUIPMENT



Darkvision - 60 feet

**Fey Ancestry:** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Mask of the Wild:** You can attempt to hide even when you are only lightly obscured by natural phenomena.

**Favored Enemy (Beasts):** You have advantage on Survival checks to track Beasts, and on Nature checks to recall information about them.

**Natural Explorer:**

- You have advantage on initiative rolls.
- You ignore difficult terrain
- When you make a Wisdom or Intelligence check related to the wilderness, your proficiency bonus is doubled.
- You cannot become lost while traveling in the forest.
- When tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

**Horde Breaker:** Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

FEATURES & TRAITS

# Ranger

SPELLCASTING  
CLASS

Wisdom (+3)

SPELLCASTING  
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK  
BONUS

0

CANTRIPS

3

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

3

PREPARED

SPELL NAME

☐ Ensnaring Strike

☐ Hunter's Mark

☐ Hail of Thorns

SPELLS KNOWN

2

4

5

## ENSNARING STRIKE

**Casting Time:** 1 bonus action

**Range:** Self

**Duration:** Concentration, 1 minute

The next time you hit a creature with a weapon attack before this spell ends, a writhing mass of thorny vines appears at the point of impact, and the target must succeed on a Strength saving throw or be restrained until the spell ends. A Large or larger creature has advantage on this saving throw. While restrained, the target takes 1d6 piercing damage at the start of each of its turns. A creature restrained by the vines or one that can touch the creature can use its action to make a Strength check against your spell save DC. On a success, the target is freed.

## HUNTER'S MARK

**Casting Time:** 1 bonus action

**Range:** 90 feet

**Duration:** Concentration, 1 hour

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 Perception or 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.

## HAIL OF THORNS

**Casting Time:** 1 bonus action

**Range:** Self

**Duration:** Concentration, 1 minute

The next time you hit a creature with a ranged weapon attack before the spell ends, this spell creates a rain of thorns that sprouts from the point of impact. In addition to the normal effect of the attack, the target of the attack and each creature within 5 feet of it must make a Dexterity saving throw. A creature takes 1d10 piercing damage on a failed save, or half as much damage on a successful one.