

=== ARMOR ===
Light Armor, Medium Armor, Shields
=== WEAPONS ===
Martial Weapons, Simple Weapons
=== LANGUAGES ===
Abyssal, Celestial, Common, Draconic,
Elvish, Gnomish, Halfling

PROFICIENCIES & LANGUAGES

=== ACTIONS === Standard Actions Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== SPECIAL ===

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 ft. of the original target and within range of your weapon.

ACTIONS

12	PASSIVE WISDOM (PERCEPTION)						
15	PASSIVE WISDOM (INSIGHT)						
14	PASSIVE INTELLIGENCE (INVESTIGATION)						
Darkvision 60 ft.							
SENSES							

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+6	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Longbow, +1	+9	1d8+4 Piercing	Martial, Ammunition, Heavy, Range, Two-Handed, Range (150/600)
Sickle	+2	1d4-1 Slashing	Simple, Light
Unarmed Strike	+2	0 Bludgeoning	
	WEA	APON ATTACKS & CANTRIE	os .



Ranger 7 Bluejaybird223
CLASS & LEVEL PLAYER NAME

Half-Elf Custom Background 23,000

RACE BACKGROUND EXPERIENCE POINTS

=== RANGER FEATURES ===

* Hit Points • PHB 90

* Proficiencies • PHB 90

* Favored Enemy • PHB 91

You have advantage on Survival checks to track your favored enemies, as well as on INT checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

| Celestials • PHB

Celestials are creatures native to the Upper Planes. Many of them are the servants of deities, employed as messengers or agents in the mortal realm and throughout the planes.

| Dragons • PHB

Dragons are large reptilian creatures of ancient origin and tremendous power. True dragons are highly intelligent and have innate magic.

* Natural Explorer • PHB 91

You have a favored terrain type. Your proficiency bonus is doubled for proficient skills when you make an INT or WIS check related to it. While traveling for an hour or more in your chosen terrain, difficult terrain doesn't slow your group's travel, your group can't become lost except by magical means, you remain alert to danger even when you are engaged in another activity, you can move stealthily at a normal pace (while alone), you find twice as much food while foraging, and while tracking creatures, you learn the exact number, sizes, and how long ago they passed through the area.

| Coast • PHB

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in

such regions.

| Forest • PHB

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

* Fighting Style • PHB 91

You adopt a particular style of fighting as your specialty.

| Archery • PHB

You gain a +2 bonus to attack rolls you make with ranged weapons.

* Spellcasting • PHB 91

You can cast known ranger spells using WIS as your spellcasting modifier (Spell DC 13, Spell Attack +5).

* Ranger Archetype • PHB 92

| Hunte

* Primeval Awareness • PHB 92

As an action, you can expend one ranger spell slot (1 minute per level of spell slot) to sense whether any aberrations, celestials, dragons, elementals, fey, fiends, or undead are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain). This feature doesn't reveal the creatures' location or number.

| 1 Action

* Hunter's Prey • PHB 93

You gain an additional attack feature.

| Horde Breaker • PHB

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 ft.

of the original target and within range of your weapon.

| Special

- * Ability Score Improvement PHB 92
- * Extra Attack PHB 92

You can attack twice whenever you take the Attack action on your turn.

* Defensive Tactics • PHB 93

You gain an additional defensive feature.

| Escape the Horde • PHB

Opportunity attacks against you are made with disadvantage.

=== HALF-ELF RACIAL TRAITS ===

* Darkvision • BR 39

You can see in darkness (shades of gray) up to 60 ft.

* Fey Ancestry • BR 39

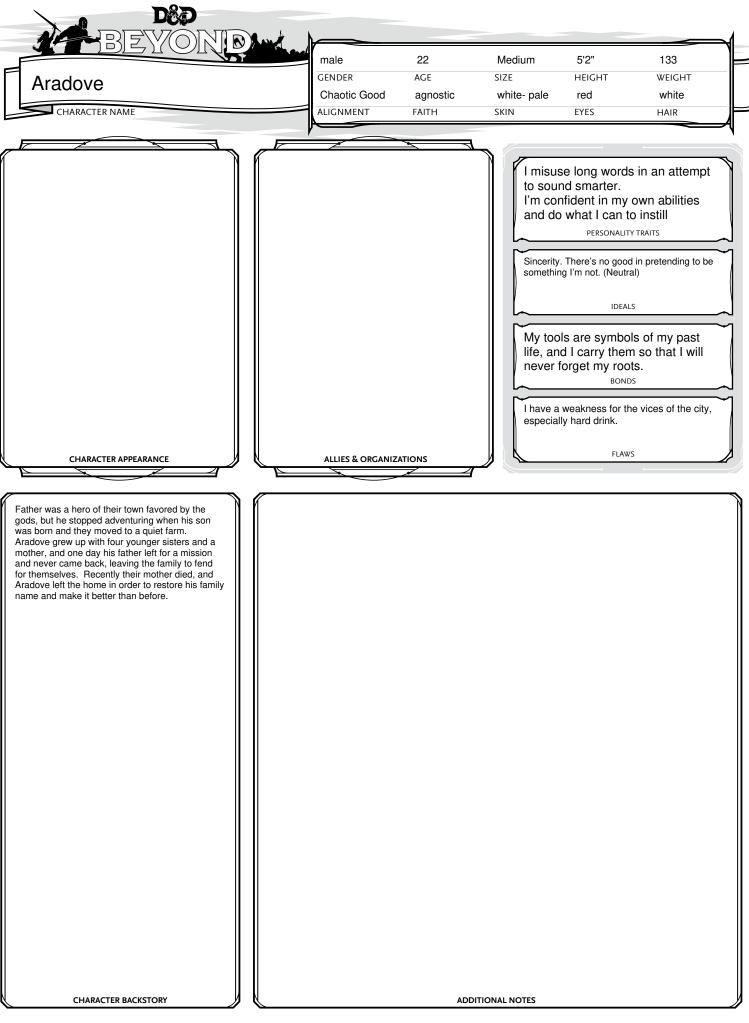
You have advantage on saving throws against being charmed, and magic can't put you to sleep.

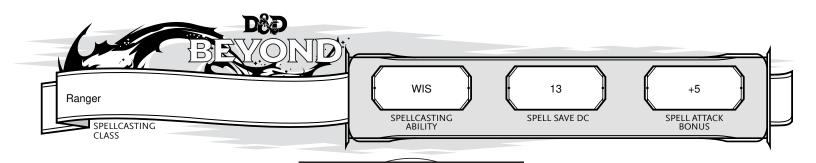
* Skill Versatility • BR 39

You gain proficiency in two skills of your choice.

FEATURES & TRAITS

		NAME	QTY	WEIGHT	NAME	QTY	WEIGHT		
	o 🔪	Scale Mail, +1	1	45 lb.	Torch	10	10 lb.		
		Longbow, +1	1	2 lb.	Waterskin	1	5 lb.		
<u>Şr</u> ((1	1	Dagger	1	1 lb.	Crowbar	1	5 lb.		
		Dagger	1	1 lb.	Hammer	1	3 lb.		
	0 🔰	Sickle	1	2 lb.	Piton	10	2.5 lb.		
		Arrows	15	0.75 lb.	Rations (1 day)	10	20 lb.		
⊕ (3	37	Arrows	20	1 lb.	Rope, Hempen (50 feet)	1	10 lb.		
		Backpack	1	5 lb.	Tinderbox	1	1 lb.		
PP ()	Backpack	1	5 lb.	Torch	10	10 lb.		
WEIGHT	CARRIED	Potion of Healing	2	1 lb.	Waterskin	1	5 lb.		
174.	25 lb.	Bedroll	1	7 lb.					
ENCU	MBERED	Mess Kit	1	1 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT		
12	0 lb.	Rations (1 day)	10	20 lb.					
PUSH/D	RAG/LIFT	Rope, Hempen (50 feet)	1	10 lb.					
24	0 lb.	Tinderbox	1	1 lb.					
EQUIPMENT									





PREP SPELL NAME SOURCE SAVE/ATK TIME RANGE COMP DURATION PAGE REF NOTES === 1st LEVEL === 4 Slots OOOO O Hunter's Mark <C> ٧ Concentration, up to 1 hour PHB 251 Ext. D: (See Description)*, D: 1h, V Ranger 1BA 90 ft. O Cure Wounds Ranger 1A V,S Instantaneous PHB 230 V/S O Detect Magic <C> Self/30 ft. Sphere V,S Concentration, up to 10 minutes PHB 231 D: 10m, 30 ft. Sphere, V/S Ranger 1A