

STALKER

CLASS: RANGER

PLAYSTYLE: SNEAK

RACE: _____

DIFFICULTY: EASY

APPEARANCE

ROLEPLAYING

IDEALS:

LANGUAGES:

- 1) Common
- 2)

BONDS:

PERSONALITY:

FLAWS:

ALIGNMENT: _____

+1
STRENGTH

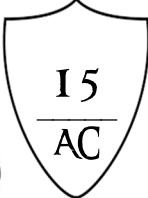
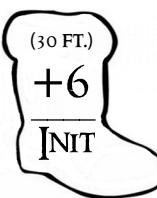
+5
DEXTERITY

+2
CONSTITUTION

+0
INTELLIGENCE

+3
WISDOM

-1
CHARISMA



SPECIAL

Ambush. On the first turn of combat, you have a bonus 10 ft. of movement. As an action, you may make two longbow attacks. If the second hits, it deals an extra 1d8 damage.

REACTIONS

ITEMS

EQUIPMENT:

Main Hand. Longbow (2-handed).

Off-Hand.

Armor. Studded Leather.

TOOLS/KITS:

Thieves' Tools. Lock picks, a mirror, a file, scissors, and pliers for picking locks and disarming traps.

Hit Dice.

During short rest (1 hr.), heal yourself for 1d10+2.

BACKPACK:

Dungeoneer's Pack.

- crowbar
- hammer, pitons (10)
- tinderbox, torch (10)
- waterskin, rations (10)
- hempen rope (50 ft.)

ATTACKS (+7)

Longbow. ∞

Ranged (150/600 ft.), 1d8+3 piercing. If hidden, missing an attack does not reveal your position.

BONUS ACTIONS

Hunter's Mark. ∞

Mark a creature. You deal additional damage to it with weapon attacks, and you have advantage on WIS checks to track it. Once the target is killed, you can mark a new target. [90 ft. range, 1d6 damage bonus per attack].

ABILITIES (DC 13)

Hide. ∞

Attempt to hide, gaining advantage on your next attack (DEX check). You may do so even when only lightly obscured (dim light, patchy fog, moderate foliage, etc.) [WIS save: not hidden].

Disguise Self.

Change your appearance to another medium-sized humanoid. The changes have no physicality. [Lasts 1 hr. (INT check: not fooled)].

FEATURES

Darkvision. For up to 60 ft., you can see in darkness as dim light.

Shadow Dweller. You are invisible in darkness.