

HACK-AND-SLASHER

(CHARACTER NAME)

CLASS: RANGER

PLAYSTYLE: BRUISER

RACE: _____

DIFFICULTY: VERY EASY

APPEARANCE

ROLEPLAYING

IDEALS:

LANGUAGES:

- 1) Common
- 2)

BONDS:

PERSONALITY:

FLAWS:

ALIGNMENT: _____

+5
STRENGTH

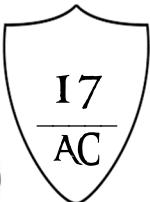
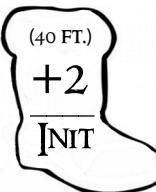
+4
DEXTERITY

+3
CONSTITUTION

-I
INTELLIGENCE

+0
WISDOM

-I
CHARISMA



SPECIAL

Colossus Slayer. Once per turn, on a hit against an already damaged creature, deal an extra $1d8$ damage.

REACTIONS

Opportunity Attack. ∞

When an enemy exits your melee range, attack it with your war pick or battleaxe.

ITEMS

EQUIPMENT:

Main Hand. War Pick.

Off-Hand. Battleaxe.

Armor. Breastplate.

TOOLS/KITS:

Climber's Kit. Special pitons, boot tips, gloves, and a harness to aid in safe climbing.

Hit Dice.

During short rest (1 hr.), heal yourself for $1d10+3$.

BACKPACK:

Dungeoneer's Pack.

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

ATTACKS (+5)

War Pick. ∞

Melee, $1d8+3$ piercing.

Battleaxe. ∞

Melee, $1d8+3$ slashing.

BONUS ACTIONS

Hack-and-Slash. ∞

If you attack with a weapon this turn, make an attack with the other as a bonus action.

ABILITIES (DC --)

Dash. ∞

You have double your move speed this turn.

FEATURES

Ranger's Instinct. You have advantage on initiative rolls. On the first turn of combat, you have advantage on attack rolls against creatures that have not acted yet.

Natural Explorer. You are not slowed by difficult terrain.