

# EQUESTRIAN

(CHARACTER NAME)

CLASS: RANGER

PLAYSTYLE: SHOOTER

RACE: \_\_\_\_\_

DIFFICULTY: VERY HARD

## APPEARANCE

## ROLEPLAYING

IDEALS:

LANGUAGES:

- 1) Common
- 2)

BONDS:

PERSONALITY:

FLAWS:

ALIGNMENT: \_\_\_\_\_

+1  
STRENGTH

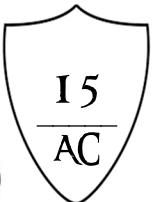
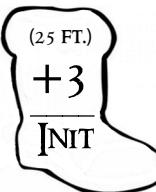
+5  
DEXTERITY

+2  
CONSTITUTION

-1  
INTELLIGENCE

+3  
WISDOM

+0  
CHARISMA



## SPECIAL

**Horse Rider.** You have a *draft horse* companion (see back). Its turn concurs with yours and it acts on your orders. Mounting and dismounting uses half your move speed. While mounted, you can force an attack targeted at the *draft horse* to target you instead.

## REACTIONS

**Careful Dismount.** ∞

When your *draft horse* is knocked prone while you are riding it, you may use your reaction to dismount on your feet. Otherwise, you are thrown off prone.

## ITEMS

### EQUIPMENT:

**Main Hand.** Rider's Bow (2-handed).

**Off-Hand.**

**Armor.** Studded Leather.

### TOOLS/KITS:

**Leatherworker's Tools.** A knife, a small mallet, an edger, a hole punch, thread, and leather scraps.

**Hit Dice.**

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

### BACKPACK:

**Diplomat's Pack.**

- chest
- map/scroll case (2)
- ink, pen, sealing wax, paper (5)
- fine clothes, soap, perfume
- lamp, oil flask (2)

## ATTACKS (+7)

**Rider's Bow.** ∞  
Ranged (80/320 ft.), 1d8+3 piercing.

## BONUS ACTIONS

**Ensnares Shot.**

Your next rider's bow attack that hits also restrains the target with a thorny net (1d6 piercing each of its turns while restrained). [Lasts 1 min. (STR save: free – action to repeat)].

## ABILITIES (DC 13)

**Dodge.** ∞

For 1 round, attacks against you have disadvantage, and you make DEX saves with advantage.

**Hide.** ∞

Attempt to hide in the environment or behind a creature (DEX check). If successful, you have advantage on your next attack. [WIS save: not hidden].

## FEATURES

**Fearless Rider.** You have advantage on saving throws against being frightened.

**Lucky Horseshoe.** When you roll a 1 on a d20, you can reroll the die and must use the new roll.

**Natural Explorer.** You are not slowed by difficult terrain.

**Nimble.** You can move through the space of other creatures.

**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.

MONEY: Copper: \_\_\_\_\_ Silver: \_\_\_\_\_ Gold: 10