



O -1 Persuasion CHA

+4 Sleight of Hand DEX +7 Stealth DEX

SKILLS

O +2 Religion INT

P _+6 Survival WIS

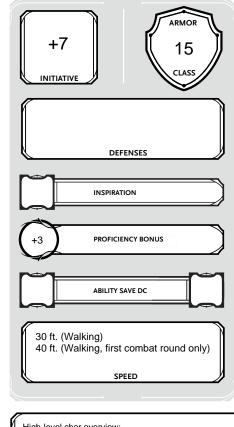
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CHARISMA

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PROFICIENCIES & LANGUAGES

High-level char overview:

Canty, male, is an aged ranger, in his early 60s. He's been patrolling the edges of the Vastwood and other forests since he was a wee bairn. He's known quite well as a very proficient guide and hunter who has a deep respect for the woods. He gets along pleasantly with elves and druids for that reason, but he's not one for socializing generally.

His time in the area has also seen him pick up halfling speak and thus given the task ahead, he was a logical choice for the Hightower crew to hire for the survey.

16 PASSIVE WISDOM (PERCEPTION)

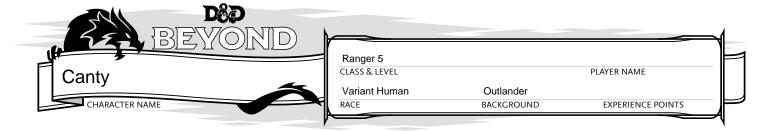
13 PASSIVE WISDOM (INSIGHT)

12 PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES						
Dagger	+7	1d4+4 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)						
Whip	+7	1d4+4 Slash	Martial, Finesse, Reach						
Dart	+9	1d4+4 Piercing	Simple, Finesse, Thrown, Range (20/60)						
Longbow	+9	1d8+4 Piercing	Martial, Ammunition, Heavy, Range, Two-Handed, Range (150/600)						
Quarterstaff	+2	1d6-1 Bludgeoning	Simple, Versatile						
Rapier +7		1d8+4 Piercing	Martial, Finesse						
WEAPON ATTACKS & CANTRIPS									

ACTIONS



= RANGER FEATURES ===

Favored Enemy " PHB 91

You have advantage on Survival checks to track Fey, as well as on INT checks to recall information about

| Fey " PHB

Fey are magical creatures closely tied to the forces of nature. They dwell in twilight groves and misty forests.

* 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 cant 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.

| Forest " PHB

* Fighting Style " PHB 91

| 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 14, Spell Attack +6).

Know 4 spells

4 1L slots

2 2L slots

Additionally, when you gain a level in this class, you can choose one of the ranger spells you know and replace it with another spell from the ranger spell list

- * Primeval Awareness. Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or
- * Gloom stalkers are at home in the darkest places: deep under the earth, in gloomy alleyways, in primeval forests, and wherever else the light dims. Most folk enter such places with trepidation, but a gloom stalker ventures boldly into the darkness, seeking to ambush threats before they can reach the broader world. Such rangers are often found in the Underdark, but they will go any place where evil lurks in the shadows.

Gloom Stalker Magic: The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

3rd: disguise self; 5th: rope trick

Dread Ambusher: You master the art of the ambush. Add WIS to your initiative rolls

- +10 speed for first turn (only) of each combat If you take the Attack action on that turn, you can make one additional weapon attack as part of that
 - +1d8 damage of the weapon's type if hits

Umbral Sight: Gain darkvision out to a range of 60 feet. You are also adept at evading creatures that rely on darkvision. While in darkness, you are invisible to any creature that relies on darkvision to see you in that darkness

* Sharpshooter. You have mastered ranged weapons and can make shots that others find impossible. You gain the following benefits.

Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.

Your ranged weapon attacks ignore half cover and

three-quarters cover.

Before you make an attack with a ranged weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage

FEATURES & TRAITS

		NAME	QTY	WEIGHT	NAME	QTY	WEIGHT		
	0	Leather	1	10 lb.	Torch	10	10 lb.		
		Dagger	2	1 lb.	Waterskin	1	5 lb.		
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		Quarterstaff	1	4 lb.					
	0 🐧	Dart	10	2.5 lb.					
		Rapier	1	2 lb.					
	10 🧳	Whip	1	3 lb.					
رلار		Longbow	1	2 lb.					
Chek	0	Arrows	20	1 lb.					
	WEIGHT CARRIED	Backpack	1	5 lb.					
	85.5 lb.	Bedroll	1	7 lb.					
- 11 '	ENCUMBERED	Mess Kit	1	1 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT		
	0 lb.	Rations (1 day)	10	20 lb.					
	PUSH/DRAG/LIFT	Rope, Hempen (50 feet)	1	10 lb.					
	0 lb.	Tinderbox	1	1 lb.					
	EQUIPMENT								