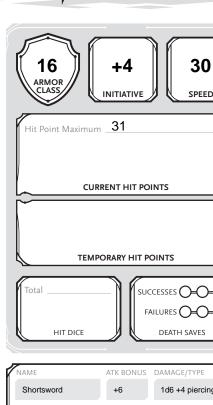
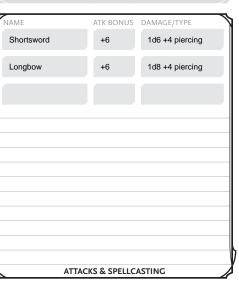




INSPIRATION





Thinking is for other people. I prefer action. PERSONALITY TRAITS Fairness. No one should get preferential treatment before the law, and no one is above the law. (Lawful) IDEALS I worked the land, I love the land, and I will protect the land. BONDS I have trouble trusting in my allies.

Fighting Style: Archery. You gain a +2 bonus to attack ro you make with ranged weapons.

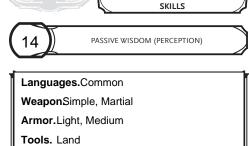
FLAWS

Primeval Awareness. Beginning at 3rd level, you can use you 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 number

Natural Explorer. You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, or swamp. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits:
* Difficult terrain doesn't slow your group's travel. * Your group can't become lost except by magical means. * Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. * If you are traveling alone, you can move stealthily at a normal pace. * When you forage you find twice as much food as you normally would. * While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area. You choose additional favored terrain types at 6th and 10th level.

Hunter's Prey. At 3rd level, you gain one of the following features of your choice. Not for resale. Permission granted to print or photocopy this document for personal use only. System Reference Document 5.0 38 Colossus Slayer Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn. Giant Killer. When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature. 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 feet of the original target and within range of your weapon

FEATURES & TRAITS



OTHER PROFICIENCIES & LANGUAGES

+4 Survival (Wis)

