

# Sirge Wintermelt

Male Half Elf, NG

**Armor Class:** 13 (Leather)

**Hit Points:** 22 (5d8 +0)

**Speed:** 30ft (9m / 6 sqr)

**Proficiency:** +2

**STR**

9 (-1)

**INT**

8 (-1)

**DEX**

14 (+2)

**WIS**

8 (-1)

**CON**

10 (+0)

**CHA**

10 (+0)

**Skills:** *Survival* +1 *Perception* +1

**Challenge:** 1/2 (100 XP)

## Actions

**Multiattack.** The Scout makes two weapon melee attacks or two ranged attacks.

**Shortsword.** *Melee Weapon Attack* +4 to hit, reach 5 ft, one target. Hit: 5 (1d6 +2 ) slashing damage.

*Properties: Finesse, Light,*

**Longbow.** *Ranged Weapon Attack* +4 to hit, range 150/600ft, one target. Hit: 6 (1d8 +2 ) piercing damage.

*Properties: Ammunition: range 150/600ft, Heavy, Two-handed,*

## Special Abilities

**Tracker:** The scout has advantage on survival checks to track a foe.

**Wanderer:** During a short rest the scout can find food and fresh water for him, provided that the land has such things.

## Racial Features

**Ability Modifiers:** +2 Cha, +1 to Str and +1 Dex (random choosen).

**Fey Ancestry:** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Darkvision:** 60ft (18m / 12sqr)

**Skill Versatility:** You gain proficiency in two skills (random choosen)

**Languages:** speaks Common, Elvish and one extra.

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