



QUAAL THE RANGER

Ranger 8 (Hunter)

CLASS & LEVEL

36,720

EXPERIENCE POINTS

PLAYER NAME

Human

RACE

Outlander

BACKGROUND

Greyhawk

CAMPAIGN or PLAYER ID

STR
+1
13

+3 PROFICIENCY BONUS



ARMOR CLASS (AC)

16



INITIATIVE

+5



SPEED

30 ft.

SAVING THROWS

- +4 Strength Saves *
- +8 Dexterity Saves *
- +2 Constitution Saves
- 1 Intelligence Saves
- +2 Wisdom Saves
- +0 Charisma Saves
- * Prof. bonus added

DEX
+5
20

CON
+2
14

INT
-1
9

WIS
+2
15

CHA
+0
11

SKILLS

- +5 Acrobatics (*Dex*)
- +5 Animal Handling (*Wis*) *
- 1 Arcana (*Int*)
- +1 Athletics (*Str*)
- +0 Deception (*Cha*)
- 1 History (*Int*)
- +2 Insight (*Wis*)
- +0 Intimidation (*Cha*)
- 1 Investigation (*Int*)
- +2 Medicine (*Wis*)
- +2 Nature (*Int*) *
- +5 Perception (*Wis*) *
- +0 Performance (*Cha*)
- +0 Persuasion (*Cha*)
- 1 Religion (*Int*)
- +5 Sleight of Hand (*Dex*)
- +8 Stealth (*Dex*) *
- +5 Survival (*Wis*) *

* Prof. bonus added

15 PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: light armor, medium armor, shields

Weapons: simple weapons, martial weapons

Tools: one type of musical instrument

Saving Throws: Strength, Dexterity

Skills: Animal Handling, Nature, Perception, Stealth, Survival

Languages: Common, Elvish, Giant, Goblin, Halfling

ENCUMBRANCE

Lifting & Carrying: 195 lbs. max. carrying capacity; 390 lbs. pushing or dragging (speed -5 ft.); 390 lbs. max. lift.



HIT POINTS

68

HIT DICE

8d10

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Extra Attack. When making an Attack action, you may make two attacks rather than one.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 1d6+5 piercing damage.

Longbow. *Ranged Weapon Attack:* +10 to hit. *Hit:* 1d8+5 piercing damage. (Normal range to 150 ft.; disadvantage long range 151 to 600 ft. Must be used two-handed.)

MAGIC & SPECIAL ATTACKS

Fighting Style: Archery. Add +2 to hit for any ranged weapon attack.

EQUIPMENT & TREASURE

Carried Gear (PHB, p. 143): leather armor (AC 11), two (2) shortswords, longbow and 20 arrows, belt pouch, set of traveler's clothes, hunting trap, a staff, trophy from a slain animal. (This load is about 55 lbs.; add 1 lb. per 50 coins carried.)

Magic Items (DMG p. 135)

- 2 potions of healing (2d4+2 hp)

(a) Item attuned to character.

Coins & Gems: 762 gold pieces (gp); 10 silver pieces (sp); 64 copper pieces (cp); 3 gems (worth 50 gp each)

FEATURES, TRAITS & MORE

Alignment: Chaotic Good. I follow my conscience regardless of others' expectations. Freedom and compassion matter more than rules.

Outlander Background [PHB p. 136]

- **Feature:** Wanderer.
- **Traits:** Covered in tribal tattoos. Dedicated heart.
- **Ideal:** Measure how every action has a consequence.
- **Bond:** Reputation as skilled guide.
- **Flaw:** Expects all to be self-sufficient.

Human Traits [PHB p. 29]

- Age: 28 years old
- Medium Size (6' 1", 246 lbs.)

Ranger Class Features [PHB p. 90]

- **Favored Enemy:** Giants, Goblins and Hobgoblins (adv. on Survival checks to track, Intelligence to recall lore)
- **Natural Explorer:** Forests and Deserts (double proficiency bonus on Wisdom and Intelligence on favored terrain)
- **Primeval Awareness** (spell slots to sense creatures in 1 mile, or 6 miles in favored terrain)
- **Hunter's Prey:** Giant Killer (free attack when Large or larger foe misses within 5 feet)
- **Extra Attack** (2/attack)
- **Defensive Tactics:** Steel Will (adv. on saves vs. frightened)
- **Land's Stride** (not slowed by terrain, adv. vs. entangling plants)

Spellcasting [PHB p. 201]

Spell Attack Modifier +5
Spell Save DC 13



Cantrips Known: No Ranger cantrips

Prepared Spells

1st Level (4 slots): *Animal Friendship, Ensnaring Strike, Detect Magic*
2nd Level (3 slots): *Beast Sense, Lesser Restoration*