

Character Name

Half-Elf

Race

Ranger 1

Class & Level

Height & Weight

Age & Sex

8 STR **-1**

14 CON **+2**

18 DEX **+4**

Initiative

+5

Level + Dex

8 INT **-1**

16 WIS **+3**

12 CHA **+1**



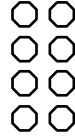
Hit Points

24	Current
Maximum	Current

Recoveries

8

1d8+1



Death Saves



PD

14

11 + Level + Str/Con/Dex

AC

18

14 + Level + Con/Dex/Wis

MD

12

10 + Level + Int/Wis/Cha

Arcane Archer Charges

/ 3

Guild Relationships

Selesnya Conclave

One Unique Thing

Backgrounds

Selesnya Conclave Sagittar +5

Leaf Flute Musician +3

Talents & Features

Surprising (Racial Power)

Once per battle, subtract one from the natural result of one of your own d20 rolls.

Double Ranged Attack (Talent)

When you attack with a ranged weapon, your default option is to make a double ranged attack.

Your weapon damage die drops one notch, from d8s to d6s. If your first attack is a natural even roll (hit or miss), you can make a second attack as a free action.

Ranger ex Cathedral (Talent)

Choose one daily or recharge spell of your level or lower from the cleric class. You can cast this spell as if you were a cleric. You can change your chosen spell each time you take a full heal-up.

Adventurer Feat: You can cast the cleric class feature heal spell once per battle.

Holy Arrow (Cleric Spell)

Ranged attack; Daily

Target: One nearby or far away enemy

Attack: 1d20+5 vs. AC

Special: Against undead and demons, you have advantage on the attack roll.

Hit: 1d8+7 holy damage. If the target is undead or a demon, deal 5 ongoing holy damage and the target is weakened (save ends both).

Miss: Half damage

Heal (Cleric Spell)

Close-quarters spell; Once per battle; Quick action

Target: You or one ally you are next to

Effect: The target can heal using a recovery.



Swordstaff (Melee attack)

Attack: 1d20+5 vs. AC

Hit: 1d10-1 damage

Miss: 1 damage

Longbow (Double Ranged attack)

Attack: 1d20+5 vs. AC

Hit: 1d6+4 damage

Miss: 1 damage

Natural even roll: Make a second attack as a free action

Talents

Arcane Archer (Talent)

You have 4 charges. Regain all charges on full heal-up, and 1 during quick rest.

Rooting Shot (Thorns Sphere)

Cost: 1 charge

Effect: On a hit, deal 1d4 extra damage. On a natural even hit, the target is stuck until the end of its next turn.

Blinding Flare (Radiant Sphere)

Cost: 1 charge

Effect: On a hit, the target has disadvantage on its next attack roll.

Feats

Adventurer: Ranger Ex Cathedral

Gear, Equipment & Money

Magic Items

Additional Spells