

Aspen Tooksworth

CHARACTER NAME

Hunter Ranger 5

CLASS & LEVEL

Outlander

BACKGROUND

PLAYER NAME

Stout Halfling

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

1

12

DEXTERITY

3

16

CONSTITUTION

2

14

INTELLIGENCE

0

10

WISDOM

2

15

CHARISMA

-1

8

INSPIRATION

3

PROFICIENCY BONUS

● 4

Strength

● 6

Dexterity

○ 2

Constitution

○ 0

Intelligence

○ 2

Wisdom

○ -1

Charisma

SAVING THROWS

○ 3

Acrobatics (Dex)

● 5

Animal Handling (Wis)

○ 0

Arcana (Int)

● 4

Athletics (Str)

○ -1

Deception (Cha)

○ 0

History (Int)

○ 2

Insight (Wis)

○ -1

Intimidation (Cha)

● 6

Investigation (Int)

○ 2

Medicine (Wis)

○ 0

Nature (Int)

● 5

Perception (Wis)

○ -1

Performance (Cha)

○ -1

Persuasion (Cha)

○ 0

Religion (Int)

○ 3

Sleight of Hand (Dex)

○ 3

Stealth (Dex)

● 5

Survival (Wis)

SKILLS

15

PASSIVE WISDOM (PERCEPTION)

TOOL: Pan Flute

LANGUAGE: Abyssal, Common, Draconic, Halfling

ARMOR: Light Armor, Medium Armor, Shields

WEAPON: Martial weapons, Simple weapons

OTHER PROFICIENCIES & LANGUAGES

14

ARMOR CLASS

3

INITIATIVE

25

SPEED

Hit Point Maximum

44

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

5

HIT DICE

SUCCESSES

○ ○ ○ ○ ○

FAILURES

○ ○ ○ ○ ○

DEATH SAVES

NAME	ATK	DAMAGE/TYPE
Shortsword	+6	1d6+3 Piercing
Quarterstaff (O...)	+4	1d6+1 Bludgeo...
Quarterstaff (T...)	+4	1d8+1 Bludgeo...
Longbow	+6	1d8+3 Piercing
Hunter's Mark		1d6

ATTACKS & SPELLCASTING

CP	SP	EP	GP	PP
			10	
1 Trophy from an Animal You Killed				
1 Belt Pouch				
1 Leather Armor				
1 Shortsword				
1 Quarterstaff				
1 Explorer's Pack				
1 Longbow				

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Deft Explorer

Favored Foe

Lucky

Brave

Halfling Nimbleness

Stout Resilience

Wanderer

Spellcasting Focus

Primal Awareness

Martial Versatility

Extra Attack

Fighting Style: Archery

Hunter's Prey

Horde Breaker


Sharpshooter

FEATURES & TRAITS

NAME	ATK	DAMAGE/TYPE

**ATTACKS & SPELLCASTING**

While many in Ladow feared the strange magic that seeped from the forest's depths, Aspen was drawn to its mysteries, learning to coexist with its creatures rather than conquer them. Now a skilled hunter and expert tracker, they walk the line between civilization and the unknown, ever watchful for what stirs beneath the forest's ancient canopy.



SPELLCASTING CLASS

WISDOM

13

5

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

☐ Cure Wounds

☐ Hunter's Mark

☐ Speak with Animals

2

2

☐ Pass without Trace

☐ Spike Growth

3

0

4

0

5

0

6

0

7

0

8

0

9

0

## FEATURES & TRAITS

### Deft Explorer

This feature replaces the Natural Explorer feature. You are an unsurpassed explorer and survivor, both in the wilderness and in dealing with others on your travels. You gain the Canny benefit below, and you gain an additional benefit below when you reach 6th level and 10th level in this class. Canny (1st Level) Choose one of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses the chosen skill. You can also speak, read, and write two additional languages of your choice.

### Favored Foe

This feature replaces the Favored Enemy feature and works with the Foe Slayer feature. When you hit a creature with an attack roll, you can call on your mystical bond with nature to mark the target as your favored enemy for 1 minute or until you lose your concentration (as if you were concentrating on a spell). The first time on each of your turns that you hit the favored enemy and deal damage to it, including when you mark it, you can increase that damage by 1d4. You can use this feature to mark a favored enemy a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. This feature's extra damage increases when you reach certain levels in this class: to 1d6 at 6th level and to 1d8 at 14th level.

### Lucky

When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

### Brave

You have advantage on saving throws against being frightened.

### Halfling Nimbleness

You can move through the space of any creature that is of a size larger than yours.

### Stout Resilience

You have advantage on saving throws against poison, and you have resistance against poison damage.

### Wanderer

You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

### Spellcasting Focus

You can use a druidic focus as a spellcasting focus for your ranger spells. A druidic focus might be a sprig of mistletoe or holly, a wand or rod made of yew or another special wood, a staff drawn whole from a living tree, or an object incorporating feathers, fur, bones, and teeth from sacred animals.

### Primal Awareness

This feature replaces the Primeval Awareness feature. You can focus your awareness through the interconnections of nature: you learn additional spells when you reach certain levels in this class if you don't already know them, as shown in the Primal Awareness Spells table. These spells don't count against the number of ranger spells you know. 3rd speak with animals 5th beast sense 9th speak with plants 13th locate creature 17th commune with nature You can cast each of these spells once without expending a spell slot. Once you cast a spell in this way, you can't do so again until you finish a long rest.

### Martial Versatility

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace a fighting style you know with another fighting style available to rangers. This replacement represents a shift of focus in your martial practice.

### Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

### Fighting Style: Archery

You gain a +2 bonus to attack rolls you make with ranged weapons.

### Hunter's Prey

At 3rd level, you gain one of the following features of your choice.

### 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.

### 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.

# SPELLS

## Cure Wounds

Evocation 1

**Casting Time:** 1 action

**Range:** Touch

**Target:** A creature you touch

**Components:** V S

**Duration:** Instantaneous

**Description:**

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier.

This spell has no effect on undead or constructs.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the Healing increases by 1d8 for each slot level above 1st.

## Hunter's Mark

Divination 1

**Casting Time:** 1 bonus action

**Range:** 90 feet

**Target:** A creature that you can see within range

**Components:** V

**Duration:** ConcentrationUp to 1 hour

**Description:**

You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your Concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

## Speak with Animals

Divination 1

**Casting Time:** 1 action

**Range:** Self

**Target:** Self

**Components:** V S

**Duration:** 10 minutes

**Description:**

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the DM's discretion.

## Pass without Trace

Abjuration 2

**Casting Time:** 1 action

**Range:** Self

**Target:** Self

**Components:** V S M

**Duration:** ConcentrationUp to 1 hour

**Description:**

A veil of shadows and silence radiates from you, masking you and your companions from detection. For the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.

## Spike Growth

Transmutation 2

**Casting Time:** 1 action

**Range:** 150 feet

**Target:** A 20-foot radius centered on a point within range

**Components:** V S M

**Duration:** ConcentrationUp to 10 minutes

**Description:**

The ground in a 20-foot radius centered on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels. The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the spell is cast must make a Wisdom (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.