



MUK & BIRDSQUIRREL (companion)

CHARACTER NAME

D&D 5TH EDITION CHARACTER SHEET
SUPPORTING EXTRA LIFE

Beast Master Ranger 3

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Dankwood Goblin

Folk Hero

RACE

ALIGNMENT

EXPERIENCE POINTS

I just gotta know what is around the next bend!

PERSONALITY TRAITS

I will do anything for my buddy, birdsquirrel.

BOND

Friendship! Adventure is great,
but better when shared with a friend.

IDEALS

I'm so curious, I forget that it can get me into trouble!

FLAWS

STRENGTH

+0

10

DEXTERITY

+3

16

CONSTITUTION

+2

14

INTELLIGENCE

+0

10

WISDOM

+2

14

CHARISMA

+1

12

LANGUAGES & PROFICIENCIES

Languages:
Common,
Gnomish, Goblin,

Weapons: Martial
Weapons, Simple
Weapons

Armor: Light
Armor, Medium
Armor, Shields

Tools: Cartog-
rapher's Tools,
Vehicles (Land)

PROFICIENCY BONUS

+2

PASSIVE WISDOM

(perception)

14



INSPIRATION

SAVING THROWS

+2

STR

+0

INT

+5

DEX

+2

WIS

+2

CON

+1

CHA

SKILLS

- +3 ACROBATICS (DEX)
- +4 ANIMAL HANDLING (WIS)
- +0 ARCANA (INT)
- +2 ATHLETICS (STR)
- +1 DECEPTION (CHA)
- +0 HISTORY (INT)
- +2 INSIGHT (WIS)
- +1 INTIMIDATION (CHA)
- +0 INVESTIGATION (INT)
- +2 MEDICINE (WIS)
- +0 NATURE (INT)
- +4 PERCEPTION (WIS)
- +1 PERFORMANCE (CHA)
- +1 PERSUASION (CHA)
- +0 RELIGION (INT)
- +3 SLEIGHT OF HAND (DEX)
- +5 STEALTH (DEX)
- +4 SURVIVAL (WIS)

15

ARMOR CLASS

+2

INITIATIVE

30 ft.

SPEED

HIT POINTS

28

MAX

TEMPORARY

HIT DICE

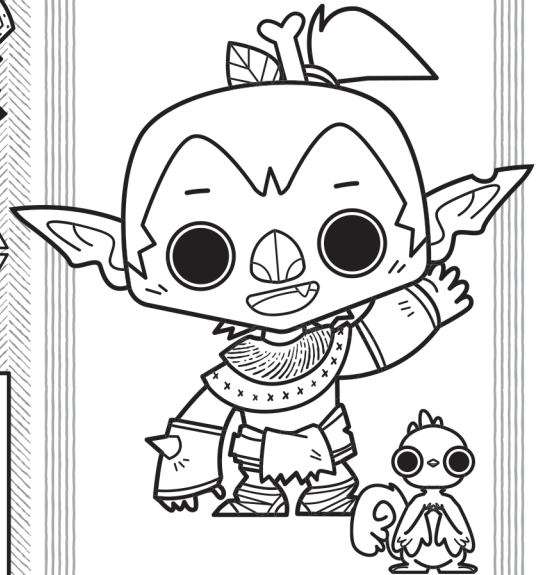
3d10

TOTAL (level)

DEATH SAVES

SUCCESS

FAIL



ATTACKS & SPELLCASTING

| NAME | ATTACK BONUS | DAMAGE/TYPE |
|----------|--------------|-------------------------------|
| Dagger | +5 | 1d4+3 Piercing |
| Shortbow | +5 | 1d4+3 Piercing Range (80/320) |
| | | |

Primeval Awareness. You can expend one ranger spell slot (1 minute per level of spell slot) to sense whether any aberrations, celestials, dragons, elementals, fey, fiends, or undead are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain). This feature doesn't reveal the creatures' location or number.

Bonus Actions

Nimble Escape. Muk can take the Disengage or Hide action as a bonus action on each of your turns.

Spellcasting • Spell Slots 3

Muk can cast known ranger spells using WIS as his spellcasting modifier (Spell DC 12, Spell Attack +4).

1st Level: *animal friendship, goodberry, zephyr strike*

FEATURES & TRAITS

Darkvision 60 ft.

Beastmaster Ranger Features

While traveling for an hour or more in the forest, Muk receives the following bonuses:

- Difficult terrain doesn't slow Muk or his friend's travel, and they can't become lost.
- Muk can move stealthily (while alone, walking)
- Muk can find twice as much food while foraging
- While tracking creatures, Muk learns the exact number, sizes, and how long ago they passed by.

Speak with Small Beasts

Through sounds and gestures, Muk can communicate simple ideas with Small or smaller beasts. Dankwood goblins like Muk love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as beloved pets.

EQUIPMENT & MONEY

•10 Gold