

TYLER JACOBSON



HANK CHARACTER NAME		 4 LEVEL	SIZE MEDIUM
GUARD BACKGROUND	RANGER CLASS		INITIATIVE +3
HUMAN SPECIES	HUNTER SUBCLASS		SPEED 30 FEET

ARMOR CLASS  
15  
SHIELD

HIT POINTS	HIT DICE	DEATH SAVES
TEMP 44	SPENT 4D10	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SUCCESSIONS <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> FAILURES
CURRENT MAX	MAX	

WEAPON ATTACKS			
Name	Atk Bonus	Damage & Type	Notes
ENERGY BOW (LONGBOW)	+8	1D8 + 4 FORCE	AMMUNITION (RANGE 150/600), HEAVY, TWO-HANDED, MASTERY: SLOW
SHORTSWORD	+5	1D6 + 3 PIERCING	FINESSE, LIGHT MASTERY: VEX

EQUIPMENT

ENERGY BOW  
POTIONS OF HEALING (2)  
STUDED LEATHER ARMOR  
SHORTSWORD  
DRUIDIC FOCUS (SPRIG OF MISTLETOE)  
EXPLORER'S PACK

Magic Item Attunement

- ◆ ENERGY BOW
- ◆
- ◆

LANGUAGES | COMMON, GOBLIN, SYLVAN

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ◆ Light ◆ Medium ◆ Heavy ◆ Shields

PROFICIENCIES

SIMPLE WEAPONS, MARTIAL WEAPONS, DICE SET

COINS

CP	SP	EP	GP	PP
			34	

PROFICIENCY BONUS  
+2

INTELLIGENCE  
+0  
10  
MODIFIER SCORE

STRENGTH  
+2  
14  
MODIFIER SCORE

- +4 Saving Throw
- +4 Athletics

- +0 Saving Throw
- +0 Arcana
- +0 History
- +0 Investigation
- +0 Nature
- +0 Religion

DEXTERITY  
+3  
16  
MODIFIER SCORE

- +5 Saving Throw
- +5 Acrobatics
- +3 Sleight of Hand
- +5 Stealth

WISDOM  
+2  
14  
MODIFIER SCORE

- +2 Saving Throw
- +2 Animal Handling
- +4 Insight
- +2 Medicine
- ◆ +6 Perception
- +4 Survival

CONSTITUTION  
+2  
14  
MODIFIER SCORE

- +2 Saving Throw

CHARISMA  
+0  
10  
MODIFIER SCORE

- +0 Saving Throw
- +0 Deception
- +0 Intimidation
- +0 Performance
- +0 Persuasion

HEROIC INSPIRATION

# HANK

## HUMAN TRAITS

As a Human, you have these special traits.

**Resourceful.** You gain Heroic Inspiration whenever you finish a Long Rest.

**Skillful.** You gain proficiency in one skill of your choice. (This is included above.)

**Versatile.** You gain an Origin feat of your choice. Skilled is recommended. (This is included above.)

## FEATS

### ABILITY SCORE IMPROVEMENT

*General Feat (Prerequisite: Level 4+)*

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This feat can't increase an ability score above 20. (This is included above.)

**Repeatable.** You can take this feat more than once.

### ALERT

*Origin Feat*

You gain the following benefits.

**Initiative Proficiency.** When you roll Initiative, you can add your Proficiency Bonus to the roll.

**Initiative Swap.** Immediately after you roll Initiative, you can swap your Initiative with the Initiative of one willing ally in the same combat. You can't make this swap if you or the ally has the Incapacitated condition.

### ARCHERY

*Fighting Style Feat (Prerequisite: Fighting Style Feature)*

You gain a +2 bonus to attack rolls you make with Ranged weapons. (This is included above.)

### TOUGH

*Origin Feat*

Your Hit Point maximum increases by an amount equal to twice your character level when you gain this feat. Whenever you gain a character level thereafter, your Hit Point maximum increases by an additional 2 Hit Points. (This is included above.)

## RANGER CLASS FEATURES

### LEVEL 1: FAVORED ENEMY

You always have the *Hunter's Mark* spell prepared. You can cast it twice without expending a spell slot, and you regain all expended uses of this ability when you finish a Long Rest.

### LEVEL 1: SPELLCASTING

You have learned to channel the magical essence of nature to cast spells.

**Spell Slots.** You have three level 1 spell slots to cast your level 1+ spells. You regain all expended spell slots when you finish a Long Rest.

**Prepared Spells of Level 1+.** You prepare the list of level 1+ spells that are available for you to cast with this feature. Choose five level 1 Ranger spells.

If another Ranger feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Ranger spells for you.

**Changing Your Prepared Spells.** Whenever you finish a Long Rest, you can replace one spell on your list with another Ranger spell for which you have spell slots.

**Spellcasting Ability.** Wisdom is your Spellcasting Ability for your Ranger spells.

**Spellcasting Focus.** You can use a Druidic Focus as a Spellcasting Focus for your Ranger spells.

**Spell DC: 12    Spell Attack Modifier: +4**

### LEVEL 1 RANGER SPELLS (SLOTS: 3)

Spell	School	Special*
<i>Cure Wounds</i>	Abjuration	—
<i>Ensnaring Strike</i>	Conjuration	C
<i>Hunter's Mark</i> (can cast up to twice without expending a spell slot)	Divination	C
<i>Jump</i>	Transmutation	—
<i>Longstrider</i>	Transmutation	—
<i>Speak with Animals</i>	Divination	R

\*In the Special column, C means the spell requires Concentration and R means it's a Ritual.

# HANK

## LEVEL 1: WEAPON MASTERY

Your training with weapons allows you to use the Mastery property of two kinds of weapons of your choice with which you have proficiency, such as Longbows and Short Swords.

Whenever you finish a Long Rest, you can change the kinds of weapons you chose. For example, you could switch to using the mastery properties of Scimitars and Longswords.

(You have selected Longbows and Short Swords, which have the following mastery properties.)

**Slow.** If you hit a creature with this weapon and deal damage to it, you can reduce its Speed by 10 feet until the start of your next turn. If the creature is hit more than once by weapons that have this property, the Speed reduction doesn't exceed 10 feet.

**Vex.** If you hit a creature with this weapon and deal damage to the creature, you have Advantage on your next attack roll against that creature before the end of your next turn.

## LEVEL 2: DEFT EXPLORER

Thanks to your travels, you gain the following benefits.

**Expertise.** Choose one of your skill proficiencies with which you lack Expertise. You gain Expertise in that skill. (This is included above.)

**Languages.** You know two languages of your choice. (This is included above.)

## LEVEL 2: FIGHTING STYLE

You gain a Fighting Style feat of your choice. (This is included above.)

## LEVEL 3: HUNTER'S LORE

You can call on the forces of nature to reveal certain strengths and weaknesses of your prey. While a creature is marked by your *Hunter's Mark*, you know whether that creature has any Immunities, Resistances, or Vulnerabilities, and if the creature has any, you know what they are.

## LEVEL 3: HUNTER'S PREY

You gain one of the following feature options of your choice. Whenever you finish a Short or Long Rest, you can replace the chosen option with the other one.

**Colossus Slayer.** Your tenacity can wear down even the most resilient foes. When you hit a creature with a weapon, the weapon deals an extra 1d8 damage to the target if it's missing any of its Hit Points. You can deal this extra damage only once per turn.

**Horde Breaker.** Once on each of your turns when you make an attack with a weapon, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target, that is within the weapon's range, and that you haven't attacked this turn.

## LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. (This is included above.)

## EQUIPMENT

### ENERGY BOW

*Weapon (Longbow or Shortbow), Very Rare (Requires Attunement)*

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon, which has no string. Each time you pull your arm back in a firing motion, a magical arrow made of golden energy appears nocked and ready to fire. An arrow produced by this weapon deals Force damage instead of Piercing damage on a hit, and it disappears after it hits or misses its target. Until it disappears, the arrow emits Bright Light in a 20-foot radius and Dim Light for an additional 20 feet.

This weapon has the following additional properties.

**Arrow of Restraint.** Whenever you use this weapon to make a ranged attack against a creature, you can try to restrain the target instead of dealing damage to it. If the arrow hits, the target must succeed on a DC 15 Strength saving throw or have the Restrained condition for 1 minute. As an action, a creature Restrained by an arrow can make a DC 20 Strength (Athletics) check to try to break the restraint, ending the effect on itself on a successful check.

**Arrow of Transport.** As a Magic action, you can fire one energy arrow from this weapon at a target you can see within 60 feet of yourself. The target can be either a willing Medium or smaller creature or an object that isn't being worn or carried, provided the object is small enough to fit inside a 5-foot Cube. The arrow teleports the target to an unoccupied space you can see within 10 feet of you.

**Energy Ladder.** As a Magic action, you can loose a flurry of energy arrows from this weapon at a wall up to 60 feet away from yourself. The arrows become glowing rungs that stick out of the wall, forming a magical ladder up to 60 feet long on the wall. This ladder lasts for 1 minute before disappearing.