



<b>HANK</b> CHARACTER NAME		
GUARD BACKGROUND	RANGER CLASS	
HUMAN SPECIES	HUNTER SUBCLASS	
LEVEL <b>4</b>		

**ARMOR CLASS**

**15**

SHIELD

HIT POINTS		HIT DICE	DEATH SAVES
TEMP	40	SPENT	
CURRENT	MAX	MAX	

DEATH SAVES

SUCCESSSES

FAILURES

**SIZE**

MEDIUM

**INITIATIVE**

**+3**

**SPEED**

30 FEET

WEAPON ATTACKS			
Name	Atk Bonus	Damage	Properties
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

**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** 17

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**

**+1** 12

MODIFIER SCORE

+1 Saving Throw

**CHARISMA**

**+0** 10

MODIFIER SCORE

+0 Saving Throw

+0 Deception

+0 Intimidation

+0 Performance

+0 Persuasion

**HEROIC INSPIRATION**

**FEATS**

ABILITY SCORE IMPROVEMENT\*

ALERT

ARCHERY (FIGHTING STYLE)\*

TOUGH\*

**CLASS FEATURES**

FAVORED ENEMY

SPELLCASTING

WEAPON MASTERY (LONGBOWS, SHORTSWORDS)\*

DEFT EXPLORER\*

HUNTER'S LORE

HUNTER'S PREY

ABILITY SCORE IMPROVEMENT\*

**SPECIES TRAITS**

RESOURCEFUL

SKILLFUL\*

VERSATILE\*

\*The effects of these rules are included in these game statistics.

**LANGUAGES** | COMMON, DRAGONIC, ELVISH, GOBLIN, SYLVAN

**ALIGNMENT** | LAWFUL GOOD

**EQUIPMENT TRAINING & PROFICIENCIES**

ARMOR TRAINING Light Medium Heavy Shields

**PROFICIENCIES**

SIMPLE WEAPONS, MARTIAL WEAPONS, DICE SET

**COINS**

CP SP EP GP PP

124

# HANK

## SPELLCASTING

Spellcasting Ability: Wisdom

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.

## EQUIPMENT

ENERGY BOW

STUDDED LEATHER ARMOR

SHORTSWORD

DRUIDIC FOCUS (SPRIG OF MISTLETOE)

EXPLORER'S PACK

DICE SET

HOODED LANTERN

MANACLES

TRAVELER'S CLOTHES

### 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.

Magic Item Attunement

◆ ENERGY BOW

