

**PROFICIENCIES & TRAINING** 

=== LANGUAGES ===

Common, Elvish, Orc

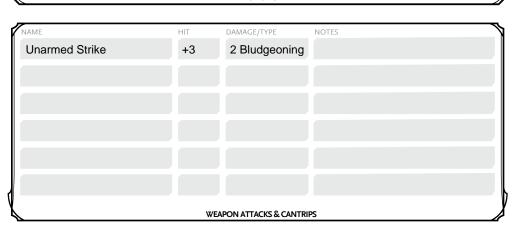
=== ACTIONS ===
Standard Actions
Attack, Magic, Dash, Disengage, Dodge, Help,
Hide, Ready, Search, Utilize, Opportunity Attack,
Grapple, Shove, Improvise, Two-Weapon Fighting,
Interact with an Object, Study, Influence

=== BONUS ACTIONS ===
Hunter's Mark • 2 / Long Rest
You always have Hunter's Mark prepared and can
cast it without expending a spell slot 2 times per Long

ACTIONS

12	PASSIVE PERCEPTION
14	PASSIVE INSIGHT
12	PASSIVE INVESTIGATION
	SENSES

SKILLS



=== RANGER FEATURES ===

\* Core Ranger Traits • free-rules 119

\* Spellcasting • free-rules 119

\* Favored Enemy • free-rules 119

You always have Hunter's Mark prepared and can cast it without expending a spell slot 2 times per Long Rest.

| Hunter's Mark: 2 / Long Rest • 1 Bonus Action

\* Weapon Mastery • free-rules 120

## === HUMAN SPECIES TRAITS ===

\* Size • free-rules 194

Your Size is Medium or Small, chosen when you select this species.

- \* Speed free-rules 194 Your Speed is 30 ft.
- \* Resourceful free-rules 194 You gain Heroic Inspiration whenever you finish a Long Rest.
- \* Skillful free-rules 193 You gain proficiency in one skill of your choice.
- \* Versatile free-rules 194 You gain an Origin feat of your choice.
- \* Languages free-rules 37
  Your character knows at least three languages:
  Common plus two languages you roll or choose from
  the Standard Languages table. Knowledge of a
  language means your character can communicate in it,
  read it, and write it.

=== FEATS ===

\* Boon of Dimensional Travel • free-rules 210 Ability Score Increase. One ability score of your choice increased by 1.

Blink Steps. Immediately after you take the Attack action or the Magic action, you can teleport up to 30 ft. to an unoccupied space you can see.

| Blink Steps: No Action

\* Alert • free-rules 200

Initiative Proficiency. When you roll Initiative, add +2 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.

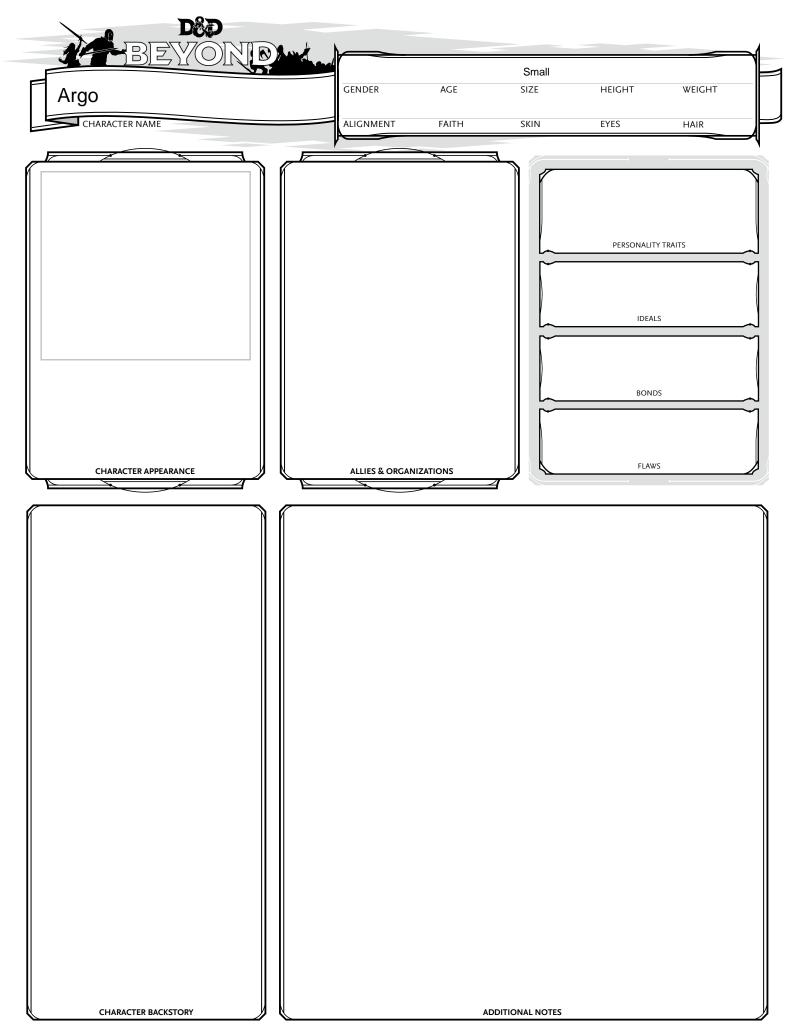
\* Criminal Ability Score Improvements • PHB-2024 179

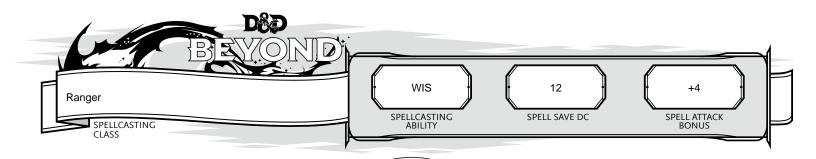
| Increase two scores (+2 / +1) •

\* Weapon Mastery • PHB-2024 120

## FEATURES & TRAITS

Ĺ,		NAME	QTY	WEIGHT	NAME	ŢŞ	ΓΥ	WEIGHT
	0	Studded Leather	1	13 lb.				
		Scimitar	1	3 lb.				
<u>Q</u>	0	Shortsword	1	2 lb.				
		Longbow	1	2 lb.				
2	0	Backpack	1	5 lb.				
<del>,</del> =		Quiver	1	1 lb.				
<u> </u>	0	Arrows	200	10 lb.				
<del></del>		Sprig of Mistletoe	1					
	0	Oil	2	2 lb.				
WEI	GHT CARRIED	Rations	10	20 lb.				
	86 lb.	Rope	1	5 lb.				
EN	NCUMBERED	Bedroll	1	7 lb.	ATTUNED MAGIC ITEMS	ŢQ	ΓΥ	WEIGHT
	0 lb.	Tinderbox	1	1 lb.				
PUS	H/DRAG/LIFT	Torch	10	10 lb.				
	0 lb.	Waterskin	1	5 lb.				
			FOI	JIPMENT				





PREP SPELL NAME SOURCE SAVE/ATK\_TIME RANGE COMP DURATION PAGE REF NOTES

=== 1st LEVEL === 2 Slots OO

O Cure Wounds Ranger -- 1A Touch V,S Instantaneous free-rules 259 V/S
O Ensnaring Strike Ranger STR 12 1BA Self V Concentration, up to 1 minute free-rules 268 D: 1m, V

P Hunter's Mark Favored Enemy (Always Prepared) -- 1BA 90 ft. V Concentration, up to 1 hour free-rules 287 Ext. D: (See Description)\*, D: 1h, V