

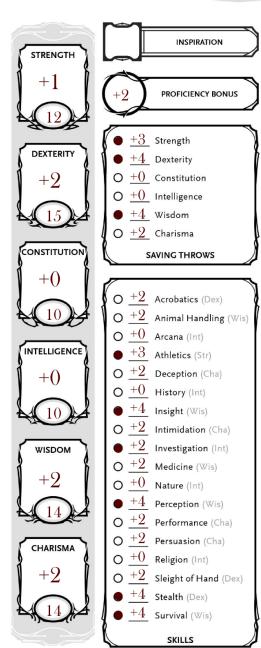
Ranger 3

Outlander (Exile)

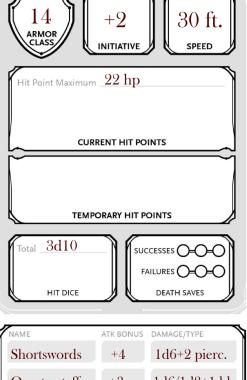
Daemon

Neutral Good

EXPERIENCE POINTS





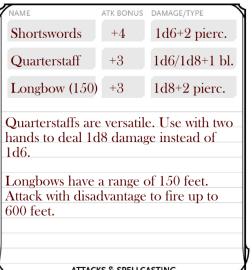




I'm on the run from demonic powers, but dabble in witchhunting in my spare time. I am slow to trust members of other races and cultures. FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Shortswords	+4	1d6+2 pierc.
Quarterstaff	+3	1d6/1d8+1 bl
Longbow (150)	+3	1d8+2 pierc.

ATTACKS & SPELLCASTING



## **OUTLANDER**

Wanderer (Excellent memory for maps and terrain, you can always find food and water)

## DAEMON

Demonic Changeling (You're considered a fiend as well as human, creatures can charm you by speaking vour true name)

Elder Form (As a bonus action change into elder form. Shed bright light 20 ft, dim light 20 more ft. Make melee spellcasting attack with Charisma while in elder form to incapacitate an enemy until the end of its next turn)

## RANGER (HUNTER)

Favored Enemy (Advantage on Intelligence checks to recall information about fiends and Survival checks to track them) Natural Explorer (Benefits while traveling in forested area, PHB 91) Fighting Style (Two-weapon fighting: add ability modifier to second damage roll while dual-wielding) Spellcasting: Wisdom Primeval Awareness (Expend a spell

slot, action to sense creatures within 1 mile of you) Colossus Slayer (1/round deal +1d8 weap. damage to damaged creature)

**FEATURES & TRAITS** 

PASSIVE WISDOM (PERCEPTION)

## LANGUAGES Trentsmin, Quitzál, Zhoroch TOOL PROFICIENCY Artisan's tools (Calligraphy) WEAPON AND ARMOR PROF: Light armor, medium armor, shields Simple weapons, martial weapons SAVING THROWS PROF: Strength, Dexterity, Wisdom SKILL PROFICIENCY Athletics, Insight, Investigation, Perception, Stealth, Survival

OTHER PROFICIENCIES & LANGUAGES









