

Ranger Level 8 Outlander Marx CLASS & LEVEL BACKGROUND PLAYER NAME Halfling Chaotic Good 23,325 ALIGNMENT **EXPERIENCE POINTS** RACE



1 Nature (Int)

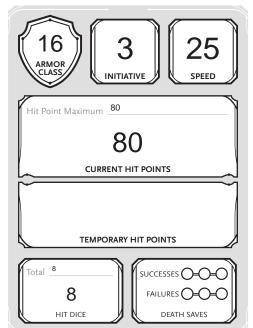
5 Perception (Wis)

O _-1 Persuasion (Cha)

1 Religion (Int)

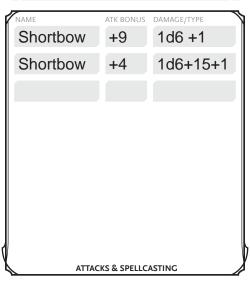
5 Survival (Wis)

SKILLS









Fighting Style: Archery (+2 attack rolls)

Extra Attack

Greater Favored Enemy: Humanoid & Aberrations (+4 bonus to damage, advantage on Wisdom (Survival) checks to track, as well as Intelligence checks to recall information.

Escape the Horde: Opportunity attacks against you are made with disadvantage.

Colossus Slayer: Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

Primeval Awareness

Sharpshooter feat: No long range disadvantage, Ignore half cover and 3/4 cover for ranged, Can choose to tak -5 to hit for +10 damage

+2 Dexterity (Halfling)

Brave (advantage on Fear Saves)

Halfling Nimbleness: Can move through the space of any creature that is of a size larger than me.

Lucky: When I roll a 1 on the d20 for an attack roll, ability check, or saving throw, I can reroll the die and must use the new roll

Wanderer: I have an excellent memory for maps and geography, and can always recall the general layout of terrain, settlements, and other features around me. In addition, I can find food and fresh water for myself and up to

five other people each day, provided that the land offers berries, small game, water, and so forth.

Natural Explorer

FEATURES & TRAITS

PASSIVE WISDOM (PERCEPTION)

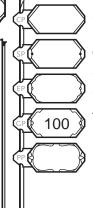
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CHARISMA

Language: Common, Halfling, Elvish, Goblin, Undercommon

OTHER PROFICIENCIES & LANGUAGES

Musical Instrument: Drum



Shortbow +1 Bracers of Archery Quiver of Ehlonna Shortsword Studded Leather Armor +1 **Drums Hunting Trap**

EOUIPMENT