



# WOOD ELF WARRIOR

Ranger 2	312	PLAYER NAME
CLASS & LEVEL	EXPERIENCE POINTS	
Wood Elf	Soldier	CAMPAIGN or PLAYER ID
RACE	BACKGROUND	

STR  
**+1**  
12

**+2** PROFICIENCY BONUS

ARMOR CLASS (AC) INITIATIVE SPEED  
**14 +3 35 ft.**

## FEATURES, TRAITS & MORE

**Alignment:** Lawful Good. I do what's right as expected by society to promote order and compassion for all.

DEX  
**+3**  
17

### SAVING THROWS

- +3 Strength Saves \*
- +5 Dexterity Saves \*
- +1 Constitution Saves
- +0 Intelligence Saves
- +2 Wisdom Saves
- 1 Charisma Saves
- \* Prof. bonus added

Armor Worn: Leather Armor

HIT POINTS HIT DICE  
**18 2d10**

DEATH SAVES: Success O O O Fail O O O

### Wood Elf Traits [PHB p. 23]

- Age: 156-years-old
- Medium Size (5' 11", 202 lbs.)
- Darkvision (60 feet)
- Elf Weapon Training (swords, bows)
- Fey Ancestry (vs. charm, no sleep)
- Keen Senses (Perception)
- Mask of the Wild (hide outdoors)
- Trance (4 hrs. as 8 hrs. sleep)

CON  
**+1**  
13

### SKILLS

- +3 Acrobatics (*Dex*)
- +4 Animal Handling (*Wis*) \*
- +0 Arcana (*Int*)
- +3 Athletics (*Str*) \*
- 1 Deception (*Cha*)
- +0 History (*Int*)
- +2 Insight (*Wis*)
- +1 Intimidation (*Cha*) \*
- +0 Investigation (*Int*)
- +2 Medicine (*Wis*)
- +0 Nature (*Int*)
- +4 Perception (*Wis*) \*
- 1 Performance (*Cha*)
- 1 Persuasion (*Cha*)
- +0 Religion (*Int*)
- +3 Sleight of Hand (*Dex*)
- +5 Stealth (*Dex*) \*
- +4 Survival (*Wis*) \*

### WEAPON & UNARMED ATTACKS

**Basic Attack.** One target per Attack action.

**Rapier.** *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 1d8+3 piercing damage.

**Scimitar.** *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 1d6+3 slashing damage.

**Hand Crossbow Ranged Weapon Attack:** +5 to hit. *Hit:* 1d6+3 piercing damage. (Normal range to 30 ft.; disadvantage long range 31 to 120 ft. Reloading limits to only one attack per round regardless of extra attacks.)

### Class Features [PHB p. 90]

- Favored Enemy: Constructs (adv. on Survival checks to track, Intelligence to recall lore)
- Natural Explorer: The Underdark (double proficiency bonus on Wisdom and Intelligence on favored terrain)

INT  
**+0**  
10

### Spellcasting [PHB p. 201]

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

WIS  
**+2**  
15

### Cantrips Known:

### Prepared Spells

1st Level (2 slots): *Detect Magic, Fog Cloud*

CHA  
**-1**  
8

**14** PASSIVE WISDOM (PERCEPTION)

### MAGIC & SPECIAL ATTACKS

**Fighting Style: Two-Weapon Fighting.** Add ability modifier to damage of second weapon's hits.

### Background Features [PHB p. 140]

- Military Rank

### PROFICIENCIES & LANGUAGES

**Armor:** light armor, medium armor, shields  
**Weapons:** simple weapons, martial weapons, longbow, longsword, shortbow, shortsword  
**Tools:** one type of gaming set, vehicles (land)  
**Saving Throws:** Strength, Dexterity  
**Skills:** Animal Handling, Athletics, Intimidation, Perception, Stealth, Survival  
**Languages:** Common, Dwarvish, Elvish

### EQUIPMENT & TREASURE

**Carried Gear:** leather armor (AC 11), rapier, scimitar, two (2) shortswords, hand crossbow and 20 bolts, longbow and 20 arrows, gaming set (dice set), belt pouch, set of common clothes, an insignia of rank, a trophy taken from a fallen enemy (dagger, broken blade, or piece of a banner)

**Lifting and Carrying:** 180 lbs. max. carrying capacity; 360 lbs. pushing or dragging (speed -5 ft.); 360 lbs. max. lift.

**Coins & Gems:** 13 gold pieces (gp); 54 silver pieces (sp); 44 copper pieces (cp); 3 gems (worth 10 gp each)

## ◀ BACK TO GENERATE ANOTHER CHARACTER

**[PHB]** = page number reference to the *Dungeons & Dragons Player's Handbook* (5th edition) by Mike Mearls and Jeremy Crawford, published August 19, 2014, by Wizards of the Coast (ISBN-10: 0786965606; ISBN-13: 978-0786965601). **[VGtM]** = *Volo's Guide To Monsters* (ISBN 9780786966073), [available from a gaming store near you](#).

**[EEPG]** = Elemental Evil Player's Companion, available for download from <https://dnd.wizards.com/products/tabletop-games/rpg-products/player-s-companion>

**CONTACT** (especially about typos, glitches and othre errors)

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