

## Sora (Sky)

### Wood elf Ranger 5 - CR 2

Chaotic Good Humanoid; Deity: **San**; Background:  
**Entertainer**; Age: **26**; Height: **5' 6"**; Weight: **93lb**.

| Ability                    | Score     | Modifier  | Saving Throw |
|----------------------------|-----------|-----------|--------------|
| <b>STR</b><br>STRENGTH     | <b>12</b> | <b>+1</b> | <b>+4</b>    |
| <b>DEX</b><br>DEXTERITY    | <b>18</b> | <b>+4</b> | <b>+7</b>    |
| <b>CON</b><br>CONSTITUTION | <b>13</b> | <b>+1</b> | <b>+1</b>    |
| <b>INT</b><br>INTELLIGENCE | <b>10</b> | <b>0</b>  | <b>+0</b>    |
| <b>WIS</b><br>WISDOM       | <b>16</b> | <b>+3</b> | <b>+3</b>    |
| <b>CHA</b><br>CHARISMA     | <b>8</b>  | <b>-1</b> | <b>-1</b>    |

|                              |                             |                           |
|------------------------------|-----------------------------|---------------------------|
| <b>AC</b> <b>16</b>          | <b>Initiative</b> <b>+4</b> | <b>Speed</b> <b>35 ft</b> |
| <b>Proficiency</b> <b>+3</b> | <b>Inspiration</b>          |                           |
| <b>HP</b> <b>55</b>          | <b>HD</b> <b>5d10</b>       | <b>Death Saves</b>        |
| Damage / Current HP          | HD Used                     | Success/Fail              |
|                              |                             |                           |

**Number of Attacks** **2**

#### +1 Longbow

Ranged, both hands: **+10**, Rng: 150 ft./600 ft.  
**1d8+5 piercing** Ammunition, Heavy,  
Two-Handed

#### +1 Longsword

Main hand: **+5**, **1d8+2 slashing** Versatile  
Both hands: **+5**, **1d10+2 slashing**

#### Stake, Wooden

Main hand: **+4**, **1d4+1 piercing**

#### Unarmed strike

Main hand: **+4**, **2 bludgeoning**

#### Studded leather

**+2**



5<sup>th</sup> Edition SRD



| Skill Name             | Total     | Ability  | Prof | Temp |
|------------------------|-----------|----------|------|------|
| <b>Acrobatics</b>      | <b>+4</b> | DEX (4)  | -    |      |
| <b>Animal Handling</b> | <b>+3</b> | WIS (3)  | -    |      |
| <b>Arcana</b>          | <b>+0</b> | INT (0)  | -    |      |
| <b>Athletics</b>       | <b>+1</b> | STR (1)  | -    |      |
| <b>Deception</b>       | <b>-1</b> | CHA (-1) | -    |      |
| <b>History</b>         | <b>+0</b> | INT (0)  | -    |      |
| <b>Insight</b>         | <b>+3</b> | WIS (3)  | -    |      |
| <b>Intimidation</b>    | <b>-1</b> | CHA (-1) | -    |      |
| <b>Investigation</b>   | <b>+0</b> | INT (0)  | -    |      |
| <b>Medicine</b>        | <b>+3</b> | WIS (3)  | -    |      |
| <b>Nature</b>          | <b>+0</b> | INT (0)  | -    |      |
| <b>Perception</b>      | <b>+3</b> | WIS (3)  | -    |      |
| <b>Performance</b>     | <b>-1</b> | CHA (-1) | -    |      |
| <b>Persuasion</b>      | <b>-1</b> | CHA (-1) | -    |      |
| <b>Religion</b>        | <b>+0</b> | INT (0)  | -    |      |
| <b>Sleight of Hand</b> | <b>+4</b> | DEX (4)  | -    |      |
| <b>Stealth</b>         | <b>+4</b> | DEX (4)  | -    |      |
| <b>Survival</b>        | <b>+3</b> | WIS (3)  | -    |      |

**Passive Perception:** **13**

#### Other Proficiencies:

**Tools:** Disguise kit (+3)

**Weapons:** Martial weapons; Simple weapons; Longbow;  
Longsword; Shortbow; Shortsword

**Armor:** Light armor; Medium armor; Shields

## Gear

**Total Weight Carried: 123.5 lbs,  
(Maximum: 180 lbs)**

|                        |                    |
|------------------------|--------------------|
| +1 Longbow             | 2 lbs              |
| +1 Longsword           | 3 lbs              |
| Backpack (empty)       | 5 lbs              |
| Bedroll                | 7 lbs              |
| Chest (empty)          | 25 lbs             |
| Crowbar                | 5 lbs              |
| Hammer                 | 3 lbs              |
| Holy water             | 1 lb               |
| Manacles               | 6 lbs              |
| Mess kit               | 1 lb               |
| Mirror, steel          | 0.5 lbs            |
| Oil (flask)            | 1 lb               |
| Rations x10            | 20 lbs (10 @2 lbs) |
| Rope, hempen (50 feet) | 10 lbs             |
| Stake, Wooden x5       | 5 lbs (5 @1 lb)    |
| Studded leather        | 13 lbs             |
| Tinderbox              | 1 lb               |
| Torch x10              | 10 lbs (10 @1 lb)  |
| Waterskin              | 5 lbs              |

## Special Abilities

### Beasts

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

### By Popular Demand

You can always find a place to perform, an inn, tavern, circus, theater, or even for nobility. For your performance you receive free food and lodging at a modest or comfortable standard for each night you perform. Because of your skills as a

### Coast

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, or swamp. When you make an

### Colossus Slayer (1/round)

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.

### Darkvision (60 feet)

Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly

### Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

### Fey Ancestry

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

### Mask of the Wild

You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

### Primeval Awareness

Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present

### Trance

Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental

## Tracked Resources

|             |                          |
|-------------|--------------------------|
| Holy water  | <input type="checkbox"/> |
| Oil (flask) | <input type="checkbox"/> |

## Experience & Wealth

Experience Points: 4/5

Current Cash: **You have no money!**

## Role Playing

**Personality Trait:** Gossip - If people are willing to gossip, I will listen and can't resist spreading that information as far as I can.

**Personality Trait:** Romantic - I believe my special someone is out there and I will forever search for them. I want to whisk them off their feet with romantic gestures.

**Ideal:** Creativity - Bold action and new ideas is what the world needs right now (Chaotic).

**Bond:** Instrument - My most treasured possession is my instrument; it reminds me of the one I love.

**Flaw:** Renown - I'm willing to do anything to obtain fame and renown.

: Instrumentalist - Instrumentalist

: Singer - Singer

: Tumbler - Tumbler

## Tracked Resources

|         |  |  |
|---------|--|--|
| Rations | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Torch   | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

## Languages

Common  
Elvish

Elvish

## Spell Slots

|           |   |
|-----------|---|
| 2nd level | <input type="checkbox"/> <input type="checkbox"/>   |
| 1st level | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

## Spells & Powers

**Ranger spells known (CL 3rd)**

**Spell Save DC 14 Spell Attack +6**

**2nd—healing spirit**

**1st—absorb elements, hail of thorns, hunter's mark**

## Other Spells & Powers

Feats, Bonus Spells:

Hunter Abilities Spells:

Proficiencies Spells:

## Sora (Sky) – Abilities & Gear

### By Popular Demand

You can always find a place to perform, an inn, tavern, circus, theater, or even for nobility. For your performance you receive free food and lodging at a modest or comfortable standard for each night you perform. Because of your skills as a performer, you can become the local figure everyone wants to see. People notice you as you pass through towns you have previously performed at, making you someone of a minor celebrity.

### Darkvision (60 feet)

#### Racial Ability, Senses (Elf)

Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

### Fey Ancestry

#### Racial Ability (Elf)

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

### Mask of the Wild

#### Racial Ability (Wood Elf)

You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

**Appears In:** 5e Players Handbook

### Trance

#### Racial Ability (Elf)

Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

### Beasts

#### Class Ability (Ranger, Ranger (S))

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies.

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

You choose one additional favored enemy, as well as an associated language, at 6th and 14th level.

As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

### Coast

#### Class Ability (Ranger, Ranger (S))

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, or swamp. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

You choose additional favored terrain types at 6th and 10th level.

### Colossus Slayer (1/round)

#### Class Ability

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.

### Extra Attack

#### Class Ability (Ranger)

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

### Primeval Awareness

#### Class Ability (Ranger)

Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

## Sora (Sky), Ranger 5 – Spells

### Absorb Elements

#### Ranger 1st

*1st-level abjuration*

**Casting Time:** 1 reaction, 1 reaction, when you take acid, cold, fire, lightning, or thunder damage

**Range:** Self

**Components:** S

**Duration:** 1 round

Choose a damage type. You gain resistance to the given damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the given type, and the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 1st.

**Appears In:** Xanathar's Guide To Everything

### Hail of Thorns

#### Ranger 1st

*1st-level conjuration*

**Casting Time:** 1 bonus action

**Components:** V

**Duration:** up to 1 minute

The next time you hit a creature with a ranged weapon attack before the spell ends, this spell creates a rain of thorns that sprouts from your ranged weapon or ammunition. In addition to the normal effect of the attack, the target of the attack and each creature within 5 feet of it must make a Dexterity saving throw. A creature takes 1d10 piercing damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** If you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st (to a maximum of 6 d10).

**Appears In:** 5e Players Handbook

### Hunter's Mark

#### Ranger 1st

*1st-level divination*

**Casting Time:** 1 bonus action

**Range:** 90 feet

**Components:** V

**Target:** You choose a creature you can see within range

**Area:** up to 1 hour

You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

**Appears In:** 5e Players Handbook

### Healing Spirit

#### Ranger 2nd

*2nd-level conjuration*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

An intangible spirit appears in a space that is a 5-foot cube you can see within range. The spirit looks like a transparent beast or fey (your choice).

Until the spell ends, whenever you or a creature you can see moves into the spirit's space for the first time on a turn or starts its turn there, you can cause the spirit to restore 1d6 hit points to that creature (no action required). The spirit can't heal constructs or undead.

As a bonus action on your turn, you can move the spirit up to 30 feet to a space you can see.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the healing increases by 1d6 for each slot level above 2nd.

**Appears In:** Xanathar's Guide To Everything