







7	INT MOD	O 10 IFIER SCORE
0	+0	Saving Throw
0	+0	Arcana
0	<b>+</b> 0	History
0	<b>+</b> 0	Investigation
0	<b>+</b> 0	Nature
0	+0	Religion





5	Hank Character Guard	NAME	Ranger			SIZE MEDIUM	
!	BACKGROUND HUMAN SPECIES		CLASS HUNTER SUBCLASS		LEVEL	INITIATIVE	
	RMOR CLASS	HIT PO	INTS	HIT DICE	DEATH SAVES	+3	

TEMP

40

MAX

/		WEAPON ATTACKS	
Name	Atk Bonus	Damage	Properties
ENERGY BOW (LONGBOW)	<b>≁8</b>	1D8 + 4 FORCE	Ammunition (Range 150/600), Heavy, Two-Handed, Mastery: Slow
Shortsword	<b>*</b> 5	1D6 + 3 PIERCING	FINESSE, LIGHT, MASTERY: VEX

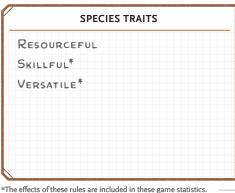
SPENT

4D10

MAX



CURRENT



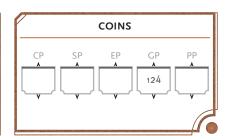


**SPEED** 

30 FEET







LAWFUL GOOD

ALIGNMENT

## HANK



Spellcasting Ability: Wisdom

Spell DC: 12 Spell Attack Modifier: +4

## LEVEL 1 RANGER SPELLS (SLOTS: 3)

Spell	School	Special*
Cure Wounds	Abjuration	_
Ensnaring Strike	Conjuration	C
Hunter's Mark (can cast up to twice without expending a spell slot)	Divination	С
Jump	Transmutation	_
Longstrider	Transmutation	_
Speak with Animals	Divination	R

<sup>\*</sup>In the Special column, C means the spell requires Concentration and R means it's a Ritual.

## EQUIPMENT

ENERGY BOW

STUDDED LEATHER ARMOR

SHORTSWORD

DRUIDIC FOCUS (SPRIG OF MISTLETOE)

EXPLORER'S PACK

DICE SET

HOODED LANTERN

MANACLES

TRAVELER'S CLOTHES

## **ENERGY BOW**

Weapon (Longbow or Shortbow), Very Rare (Requires Attunement)

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon, which has no string. Each time you pull your arm back in a firing motion, a magical arrow made of golden energy appears nocked and ready to fire. An arrow produced by this weapon deals Force damage instead of Piercing damage on a hit, and it disappears after it hits or misses its target. Until it disappears, the arrow emits Bright Light in a 20-foot radius and Dim Light for an additional 20 feet.

This weapon has the following additional properties.

Arrow of Restraint. Whenever you use this weapon to make a ranged attack against a creature, you can try to restrain the target instead of dealing damage to it. If the arrow hits, the target must succeed on a DC 15 Strength saving throw or have the Restrained condition for 1 minute. As an action, a creature Restrained by an arrow can make a DC 20 Strength (Athletics) check to try to break the restraint, ending the effect on itself on a successful check.

Arrow of Transport. As a Magic action, you can fire one energy arrow from this weapon at a target you can see within 60 feet of yourself. The target can be either a willing Medium or smaller creature or an object that isn't being worn or carried, provided the object is small enough to fit inside a 5-foot Cube. The arrow teleports the target to an unoccupied space you can see within 10 feet of you.

Energy Ladder. As a Magic action, you can loose a flurry of energy arrows from this weapon at a wall up to 60 feet away from yourself. The arrows become glowing rungs that stick out of the wall, forming a magical ladder up to 60 feet long on the wall. This ladder lasts for 1 minute before disappearing.

