

FALSTAF

SATYR RANGER 2nd Level



16 STR	17 DEX	12 CON
+3	+3	+1
10 INT	14 WIS	13 CHA
+0	+2	+1
+2 Proficiency		40' Speed
+5 DEX saving throw		+5 STR saving throw

ABILITIES

Fey Resistance

Falstaf has advantage on all Saving Throws against spells.

Natural Enemy

Falstaf hates defilers of the woods and gains advantage when tracking them.

Spear Expert

Falstaf gains +2 on all hand-to-hand damage rolls with a spear (already worked into your "to hit" below).

SKILLS

Nature +4
Survival +5
Perception +4

Natural Explorer

Description on back

Headbutt

Description on back

Great Jump

Description on back

SPELLS

Descriptions on back

1ST LEVEL

Cast a spell from this list 2 times/day:

Animal Friendship

Longstrider

SPEAR

+5
to hit

1d8+5
to damage

THROWN
SPEAR

+5
to hit

1d8+3
to damage



16
Armor
Class



19
Hit
Points

EQUIPMENT

Four sharp wooden spears, dagger, cloak, camping gear, bedroll, flint, oil, lantern, torches, bag with many pouches, herbs, 50 feet of rope, grappling hook

TREASURE

5 Gold
6 Moonstones (worth 10 Gold ea)

FALSTAF

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Falstaf is one of the mysterious Fey, a fawn born under a crescent yellow moon. He considers himself the protector of the southern shores of the Pool of Tears, a deep lake of mysterious, icy waters.

He spent his youth frolicking with the Gnomes of the Home Tree and enjoys gambling, practical jokes and tinkering with things. He has sworn himself as a protector of the forests and all faerie creatures. He tolerates humans and big folk as long as they demonstrate a healthy respect for nature. He refuses to enter cities or even small towns such as Tumbledowns.

Personality Trait: "A silver wind guides my spirit."

Ideal: "No creature is better in a scrap than a feisty fawn like myself!"

Bond: "The doors to the Faerie realm are endless."

Flaw: "Blast your smog filled city. My hooves are not meant to walk on your pavement."

SPECIAL ABILITIES

NATURAL EXPLORER Falstaf is an expert at life in the forest. He gains advantage with checks to forage, navigate, and track while in the forest.

HEADBUTT Falstaf loves to bash people with his horns. He strikes with his horns +5 to hit and 1d6+5 damage. The target of a successful head butt needs to make a successful STRENGTH Saving Throw of 13 or higher or be pushed back 10 feet.

GREAT JUMP Falstaf can perform a running long jump of 16+1d8 feet. His standing long jump is 8+1d8 Feet

1st
Level
Spells

SPELLS & CANTRIPS

ANIMAL FRIENDSHIP Falstaf charms 1 woodland animal. The creature must make a WISDOM Saving Throw of 12 or higher or be completely charmed by Falstaf for 24 hours.

LONGSTRIDER When he casts this spell, Falstaf's speed increases to 50' for one hour.

FALSTAF

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STR	DEX	CON
INT	WIS	CHA
Proficiency		Speed
Saving throw		Saving throw

ABILITIES

SKILLS

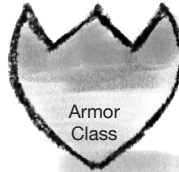
SPELLS

to hit

to damage

to hit

to damage



Armor
Class



Hit
Points

EQUIPMENT

TREASURE

Cut around the character and name, then fold in the middle for a flat miniature character to use in your game!

