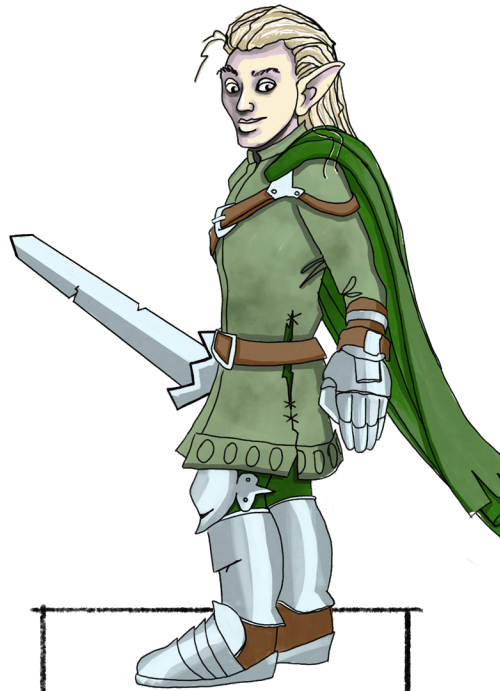


GAELETH

HIGH ELVEN RANGER

2nd Level

14 STR	19 DEX	12 CON
+2	+4	+1
12 INT	13 WIS	15 CHA
+1	+1	+2
+2 Proficiency		40' Speed
+6 DEX saving throw		+4 STR saving throw



CAPABILITIES

Darkvision

Natural Enemy

Gaeleth hates Goblins and other Humanoids and gains advantage when tracking them.

Natural Explorer

When using Gaeleth as a guide, difficult terrain doesn't slow the party. He cannot become lost except by magical means.

SKILLS

Nature +4
Survival +5
Perception +4

Hunters Mark

3 times per day Gaeleth can magically mark a target. Thereafter he has advantage on all rolls to track or find the target. He also does an additional 1d6 damage on all attacks against his mark.

SPELLS

Descriptions on back

1ST LEVEL

Cast a spell from this list 2 times/day:

Entangling Arrow

Arrow of Sharpness

LONG-SWORD

+4
to hit

1d8+2
to damage

LONG BOW

+5
to hit

1d8+3
to damage



17
Armor
Class



18
Hit
Points

EQUIPMENT

Ornately woven suit of padded leather, Elven Noble Insignia, basic repair kit, food kit, a small kit for making snares, dagger, cloak, camping gear, bedroll, flint, oil, grappling hook.

TREASURE

25 Gold

GAELETH

HIGH ELVEN RANGER 2nd Level

The Battle of Celelune, the Elven City at the heart of the Northern Wood, was almost 100 years ago in Human years, but to Gaeleth the High Elf, the sounds of swords clashing still rings in his ears as if the battle was yesterday. The battle started with a tribe of Goblins from the Eastern Mountains unnaturally driven to destroy the Elven City. What was behind their invasion? We may never know. By the end of the battle, the Elves had repelled the Goblins, but the Elven city had fallen. The city destroyed, the noble elite of the Elves has been brought low and scattered across the woods.

Gaeleth today lives with a heavy burden. He's the last Prince of Celelune, a noble without a kingdom. Gaeleth has turned to hunting to feed his family and has poured his anger and loss into his skill as a hunter.

His once perfectly coifed hair is now long and messy. His royal robes are tattered and caked with mud, but he still carries himself with the pride of a Prince of the Elves.

Personality Trait: "I am an Elf of few words, but many, many arrows."

Ideal: "My people will return to the Glory of Celelune."

Bond: "I strive to uphold the honor of the House Celelune."

Flaw: "I may look like a commoner, but I am truly a Prince."

1st Level SPELLS & CANTRIPS

Spells

ENTANGLING ARROW Cast this spell, and the next target you hit with an arrow needs to make a STRENGTH Saving Throw of 11 or higher or become ensnared in a mass of thorny vines. The target can repeat its Saving Throw every round to free itself. But every round the target is ensnared, it takes an additional 1d6 Hit Points of damage.

ARROW OF SHARPNESS Cast this spell, and for the next minute (10 rounds!) your arrows do an additional 1d10 Hit Points of damage.

GAELETH

HIGH ELVEN RANGER 2nd Level



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

ABILITIES

SKILLS

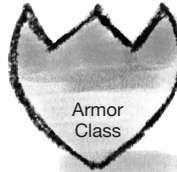
SPELLS

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!

