

# THISTLE GREYSTRIDE

**ELVEN RANGER** 2nd Level



<b>13 STR</b>	<b>19 DEX</b>	<b>14 CON</b>
+1	+5	+2
<b>10 INT</b>	<b>16 WIS</b>	<b>13 CHA</b>
+0	+3	+1
+2 Proficiency		30' Speed
+7 DEX saving throw		+5 CON saving throw

## ABILITIES

### Darkvision

### Elven Stamina

Advantage to charm and sleep spells.

### Natural Enemy

Thistle hates gnolls and giants and gains Advantage when tracking them.

### Archery Expert

Thistle gains +2 on all attack rolls with a bow (already worked into your "to hit" below).

## SKILLS

Stealth +7  
Survival +5  
Perception +5

### Explorer

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

## SPELLS

*Descriptions on back*

### 1ST LEVEL

Cast a spell from this list 2 times/day

### Detect Poison & Disease

### Hunter's Mark

LONG BOW

+9  
to hit

1d8+5  
to damage

RAPIER

+7  
to hit

1d8+5  
to damage



## EQUIPMENT

Longbow, quiver, 20 arrows, 3 silver-tipped arrows, rapier, cloak, elven boots, camping gear.

## TREASURE

40 Gold

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Thistle grew up in the Elven Woods just outside of the small keep, Craterville. His family was tasked with trading goods with the human settlement, and as an adult, Thistle feels comfortable in both worlds.

An expert hunter with legendary tracking skills, Thistle loves everything about his native forest, except Blackfang. Blackfang is the leader of a tribe of evil Gnolls, jackal-like humanoids who also use the forest as hunting grounds. Blackfang's wild hunts on the night of the full moon are notoriously vicious, and many sacred animals of the forest have fallen victim to the pack of howling monsters. Thistle longs to turn the tables and hunt Blackfang to the ground.

**PERSONALITY TRAIT:** *"Come with me! I can smell a herd of white elk just over the hill. Come quickly, and we might spot them!"*

**IDEAL:** *"I won't stop until Blackfang's head rolls at my feet."*

**BOND:** *"The forest is in perfect balance, like a well-crafted arrow."*

**FLAW:** *"Can't you step lighter? They can hear you as far away as Nebular!"*

## SPELLS

**1st Level Spells** **DETECT POISON & DISEASE** Thistle can detect disease, diseased creatures, poison, and poisonous creatures within 30 feet for 10 minutes.

**HUNTER'S MARK** For up to an hour, one target becomes "marked" by Thistle, and he does an extra 1d6 damage with every attack. He also gains advantage on tracking the target.

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<b>STR</b>	<b>DEX</b>	<b>CON</b>
<b>INT</b>	<b>WIS</b>	<b>CHA</b>
Proficiency	Speed	
Saving throw	Saving throw	

## ABILITIES

## SKILLS

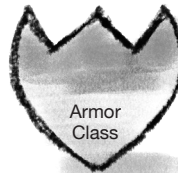
## SPELLS

to hit

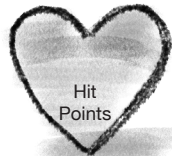
to damage

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!

