



# Neverland

A Fantasy Role-Playing Setting

Name

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## HUMAN, RANGER (Hunter), 3

Race, Class, Level

### NOBLE

Background

### 950

Experience

### STR

+1

13

### PROFICIENCY BONUS

+2

### Saving Throws

+3 Strength\*

+5 Dexterity\*

+2 Constitution

-1 Intelligence

+2 Wisdom

+0 Charisma

*\*prof. bonus added*

### CON

+2

14

### Skills

+3 Acrobatics

+2 Animal Handling

-1 Arcana

+1 Athletics

+0 Deception

+1 History\*

+4 Insight\*

+0 Intimidation

-1 Investigation

+2 Medicine

-1 Nature

+2 Perception

+0 Performance

+2 Persuasion\*

-1 Religion

+3 Sleight of Hand

+5 Stealth\*

+4 Survival\*

*\*prof. bonus added*

### CHA

+0

11

### PASSIVE WISDOM

12

### ARMOR

14

Leather Armor

### HP

28

HD 3D10

### INITIATIVE

+3

### SPEED

30ft

**LANGUAGES** Common, Dwarvish

**ALIGNMENT** Lawful Neutral

**SIZE** Medium

### ACTION

- **Shortsword** melee, +5 to hit, 1D6+3

- **Longbow** ranged, +5 to hit, 1D8+3

- **Cast Spell** see Magic

### MAGIC

- **Spell Attack Modifier** +4

- **Spell Save** DC12

### SPELLS

- **1ST LEVEL (3 SLOTS)**

- Cure Wounds

- Hunter's Mark

- Animal Friendship

### CLASS FEATURE

- **Favored Enemy** Beasts, adv. on Survival checks to track, Intelligence to recall lore

- **Natural Explorer** Jungle, double prof. bonus on Wisdom and Intelligence relating to jungle

- **Primeval Awareness** use spell slot to sense creatures in 1 mile, or 6 miles in jungle

- **Hunter's Prey** Giant Killer, free attack when Large or larger enemy misses within 5' of you

### BACKGROUND FEATURE

- **Position of Privilege**

### PROFICIENCIES

- **Armor** light, medium, shields

- **Weapons** simple, martial

- **Tools** gaming kit

### EQUIPMENT

- **Carrying** Leather armor, 2 shortswords, longbow, 20 arrows, set of camouflage clothes (jungle), signet ring, coin purse

- **Coins & Gems** 74 gold pieces (gp), 3 gems (each worth 10 gp)

## BIG GAME HUNTER

A noble by birth, you grew up in a world of wealth and privilege. Bored with the leisure and lifestyle, you took up hunting for sport and found a natural talent in it.

Now you live for the thrill of the hunt and are looking for your next prey. You've heard tales of wild and strange creatures inhabiting the island and want to see them for yourself. Nothing would make you happier than adding a new trophy to your collection.

### PERSONALITY TRAIT

You love telling stories of past adventures.

### IDEAL

Friendship. You want nothing more than to make new friends along the way.

### BOND

You idolize your father despite him thinking your pursuit hunting is fanciful. You'll do anything to gain his recognition.

### FLAW

You have a terrible fear of large bodies of water because you never learned to swim and you don't want anyone to find out.

### NOTES