

Wonderland

A Fantasy Role-Playing Setting

Character Name

Player Name

Human, Ranger (Hunter), 3

Ancestry, Class (Subclass), Level

Folk Hero

Background

950

Experience

STR

-1

8

PROFICIENCY BONUS

+2

Saving Throws

+1 Strength*

+4 Dexterity*

+1 Constitution

+0 Intelligence

+1 Wisdom

+2 Charisma

**prof. bonus added*

Skills

+2 Acrobatics

+3 Animal Handling*

+0 Arcana

-1 Athletics

+2 Deception

+0 History

+3 Insight*

+2 Intimidation

+0 Investigation

+1 Medicine

+2 Nature*

+1 Perception

+2 Performance

+2 Persuasion

+0 Religion

+2 Sleight of Hand

+4 Stealth*

+3 Survival*

**prof. bonus added*

PASSIVE WISDOM

11

ARMOR

13

Leather Armor

HP

25

HD 3D10

INITIATIVE

+2

SPEED

30ft

LANGUAGES Common

ALIGNMENT Lawful Neutral

SIZE Medium

ACTION

- **Shortsword** melee, +4 to hit, 1D6+2
- **Longbow** ranged, +6 to hit, 1D8+2
- **Cast Spell** See Magic

MAGIC

- **Spell Attack Modifier** +3
- **Spell Save** DC11

SPELLS

- **1ST LEVEL (4 SLOTS)**

- Animal Friendship
- Detect Magic
- Fog Cloud

CLASS FEATURE

- **Favored Enemy** Giants
 - Advantage on Survival checks to track and History checks to recall lore
- **Favored Terrain** Forest
 - Proficiency bonus doubled making INT & WIS checks relating to the terrain
 - Can't become lost unless by magic
 - Find twice as much food when foraging
 - Learn exact numbers, size, and how long since creatures were present when tracking
- **Primeval Awareness** Use 1 spell slot. Sense creatures in 1 mile or 6 miles in Favored Terrain
- **Hunter's Prey** Giant Killer
 - Free attack when Large or Larger enemy attacks you within 5'

BACKGROUND FEATURE

- **Rustic Hospitality**

PROFICIENCIES

- **Armor** light, medium, shields
- **Weapons** simple, martial
- **Tools** cobbler's tools, vehicles (land craft)

STRAIGHT SHOOTER

Your tongue is as sharp as your arrows. Growing up amongst the aristocrats taught you that the right words can do as much harm as a knife's edge. However the adults around you used this knowledge for selfish reasons.

Now you're old enough to speak your mind yet young enough to not realize the consequences. After sharing the wrong opinion with the wrong people, you've become both folk hero and outlaw.

PERSONALITY TRAIT

Your carefree attitude towards life and wealth acts as a mask to hide the fact that you come from nobility.

IDEAL

Equality. Take from the rich and give to the poor.

BOND

You treat your band of merry thieves as the found family they are.

FLAW

You can't ignore mistreatment by the upper class.

NOTES

EQUIPMENT

- **Carrying** leather armor, 2 shortswords, longbow and 20 arrows, cobbler's tools (shoe forms, cutting and stitching tools, etc.), belt pouch, set of common clothes, iron pot, shovel
- **Coins & Gems** 9 gold pieces (GP), 4 gems (each worth 10 GP)