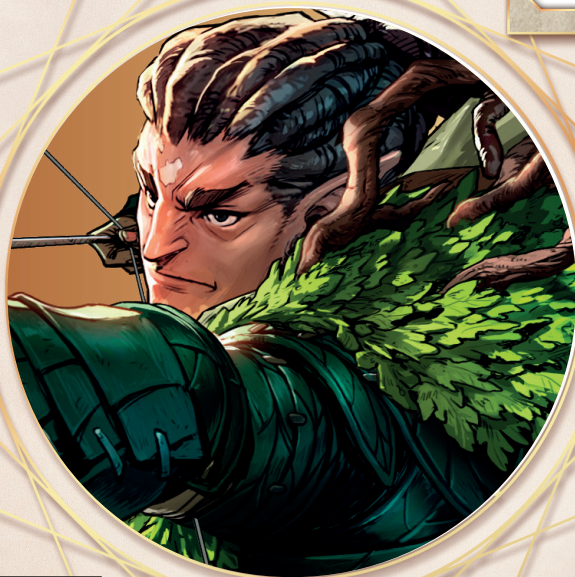


DARACH "WILDLING"

CHARACTER NAME



CLASS LEVEL

RANGER 3

BACKGROUND

SYENANN

PLAYER NAME

RACE

SYENANN ELF

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

13

+1

DEXTERY

17

+3

CONSTITUTION

10

+0

INTELLIGENCE

12

+1

CHARISMA

8

-1

WISDOM

15

+2

PASSIVE WISDOM  
(PERCEPTION)

14

INSPIRATION

PROFICIENCY  
BONUS

+2

ARMOR  
CLASS

14

INITIATIVE

+3

SPEED

35

CURRENT HIT POINTS

HIT POINTS MAXIMUM 22

TEMPORARY HIT POINTS

HIT DICE

3d10

TOTAL

DEATH SAVES

SUCCESS

FAILURES

SKILLS

- ACROBATICS [DEX] ☐
- ANIMAL HANDLING [WIS] ☐
- ARCANA [INT] ☐
- ATHLETICS [STR] ☐
- DECEPTION [CHA] ☐
- HISTORY [INT] ☐
- INSIGHT [WIS] ☐
- INTIMIDATION [CHA] ☐
- INVESTIGATION [INT] ☐
- MEDICINE [WIS] ☐
- NATURE [INT] ☐
- PERCEPTION [WIS] ☐
- PERFORMANCE [CHA] ☐
- PERSUASION [CHA] ☐
- RELIGION [INT] ☐
- SLEIGHT OF HAND [DEX] ☐
- STEALTH [DEX] ☐
- SURVIVAL [WIS] ☐

PROFICIENCIES & LANGUAGES

Armors: Light and Medium  
Armors and Shields Weapons:  
Simple and Martial Weapons  
Tools: None

ATTACKS & SPELLCASTING

NAME

Longbow (Storm)

ATH BONUS

+5

DAMAGE/TYPE

1d8 Pierce

NAME

Short swords  
(Dusk and Dawn)

ATH BONUS

+5

DAMAGE/TYPE

1d6 Pierce

NAME

ATH BONUS

DAMAGE/TYPE

PERSONAL TRAITS

Dexter hunter, energetic, fidgety, good mood

IDEALS

The Forests must be defended at all costs

BONDS

I live to protect my Syena and my community

FLAWS

My impatience takes the best of me

EQUIPMENT

CP

SP

EP

GP

PP

Leather Armor 2 Short Swords (Lusco  
& Fusco) Longbow Quiver (20 arrows)  
Explorer's Pack Lucky Acorn

FEATURES & TRAITS

Darkvision Keen senses Fey ancestry Trance Elf  
weapon training Fleet of foot Favored Enemy Natural  
Explorer Fighting Style: Archery Ranger Archetype:  
-Hunter's Prey Primeval Awareness



## DARACH "WILDLING"

### CHARACTER NAME

#### AGE

176

#### HEIGHT

1'86M

#### WEIGHT

68KGS

#### EYES

BROWN

#### SKIN

VITILIGO, TANNED

#### HAIR

DREADLOCKS

### CHARACTER APPEARANCE



### ALLIES & ORGANIZATIONS

NAME Darach "Wildling"

SYMBOL

### CHARACTER BACKSTORY

Like all elves, Darach was assigned his very own Sýena, a sacred tree to safeguard and tend to as a member of his community in the No Return Forest. The emergence of the Fog brought forth a new threat to the borders of the Elvenwoods and the Sýenann have chosen not to hide in their trees. They will hunt these new monsters themselves. No Return Forest's Great Captain chose Darach to become the Sýenann's eyes and ears in the outside world - at Hawthorn Point specifically.

Darach's naturally sociable, but unrefined, demeanor has made fitting in the city easy for him, earning the nickname 'The Wildling'. However, being away from their forest is no easy ordeal for Sýenann. He must return to No Return Forest regularly in order to maintain his strength and health, as well as to keep his superiors informed. Darach knows that the bands of adventurers that have been sprouting up in Hawthorn Point are the key to entering the Fog, to study it, analyze it and, maybe, to learn what hides behind its ominous presence.

### ADDITIONAL FEATURES & TRAITS

### TREASURE



## SPELLCASTING CLASS

## SPELLCASTING ABILITY

**SPELL SAVE DC**

## SPELL ATTACK BONUS



## CANTRIPS

[illegible]


**SPELL  
LEVEL**

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

**SPELL NAME**[illegible]23[illegible]4[illegible]5[illegible]6[illegible]78[illegible]9[illegible]