RACE

Outlander BACKGROUND LN
ALIGNMENT

PLAYER NAME
EXPERIENCE POINT



I have little respect for dead weight and will say so; I don't understand the nuances of polite society; I grumble if distracted from my mission
I have a general wanderlust; Anyone willing to accompany me and treat me well is welcome to join. I hope to make friends and turn over a new leaf
I hope to discover incredible new things, and leave my mark on the new world; Plans to name many landmarks and blaze trails

IDEALS
Consummate professional about his duties; Jovial adventure seeker when "off duty"; Prefers to hunt rather than be hunted. Likes a stealthy approach personality traits

BONDS
I have little respect for dead weight and will say
so; I don't understand the nuances of polite
society; I grumble if distracted from my mission
fLAws

## Human:

-One bonus skill proficiency
-One bonus feat (Sharpshooter)
Outlander:
-You always remember the layout of a region's geographical features; Can usually find food/water for 6.

Ranger (Hunter):
-Natural Explorer:
-Ignore difficult terrain
-Advantage on Initiative roll
-On your first turn of combat, you have advantage on attack rolls against creatures that have not yet acted.
-When traveling an hour or more:
-Difficult terrain doesn't slow your group's travel.
-Your group can't become lost except by magical means.
-Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
-If you are traveling alone, you can move stealthily at a normal pace.
-When you forage, you find twice as much food as you normally would.
-While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area
-Fighting Style: Archery (+2 to ATK Rolls)
-Primeval Awareness: Can communicate with beasts and determine favored enemy locations (see rules)
-Favored Enemies: Humanoids (+2 DMG) + advantage to track them
-Sharpshooter: Ranged attacks ignore all but complete cover. Can take -5 to attack roll for +10 damage if it hits. Must choose before roll.



Vicros was born in a small inland village in the Halcyon kingdom. His father was a successful fletcher. His mother died of illness when he was barely a man. He had great respect for his father and learned his trade. He became very skilled with a bow by hunting small game and testing arrows.

One day, his father sold a large shipment of arrows to a new customer. The customer, a criminal, robbed and killed his father rather than pay. The local authority was quickly notified but the criminal was long gone.

This became Vicros' first humanoid hunt. He tracked the criminal down and brought his head for the bounty, and personal satisfaction. The local authority notified the Halcyon army of the young man's skill with a bow. He accepted a position as an Auxiliary Scout to supplement his income as a Fletcher. He eventually began making enough coin, and enjoying the work enough that he made this his primary vocation.

He underwent training with the Halcyon army and joined the Elite Scouts. He became one of their best men and was often sent on Ranging journeys ahead of troop movements or to pursue criminals or monsters and bring them down. One such incident earned him the nickname "Farwalker".

Having traveled most of the known world, Vicros longed for new adventure. The Expedition seemed perfect for him. He would finally be somewhere that wasn't yet named. He had always dreamed of naming landmarks that future rangers would use. He obeys commands but gets frustrated if he has to stop moving for long. He has a wanderlust that hasn't yet been sated.
~Hold rank of Special Auxiliary in the elite scouts of the Halcyon army. Earned the nickname "Farwalker" for pursuing an escaping band of gnolls for over 300 miles.

## ~Volunteered for Halcyon

 Expedition for the adventure and to see new lands. Reports directly to the Chief Scout of the Expedition. Is considered one the Scout's best men.

## Arcehtype: Hunter Conclave

## See Unearthed Arcana Ranger PDF:

https://media.wizards.com/2016/dnd/downloads/UA_RevisedRan ger.pdf

See DM for questions about Rangers in this campaign.
~War Horn: A loud ox horn used for warning friendly troops of trouble or calling for aid.
$\sim$ Figurine of Wondrous Power: Silver Raven - This figuring can turn into a Raven which can be used as an Animal Messenger spell. (See Rules)
~Cloak of Elvenkind - While you wear this cloak with its hood up, Perception checks made to see you have disadvantage. and you have advantage on Stealth checks made to hide, as the cloak's color shifts to camouflage you. Pulling the hood up or down requires an action.
~Potion of Climbing
$\sim$ Potion of Healing


