

ERIK MALCIRN

ROGUE (SCOUT) 5 / RANGER 4

"GAME LEAVES TRACKS, MEN LEAVE LIES. I CAN READ BOTH."

MEDIUM HUMANOID (HUMAN)

NEUTRAL GOOD

Armor Class 16 (Studded Leather)

Hit Points 70

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	12 (+1)	16 (+3)	11 (+0)

Proficiency Bonus +4

Saving Throws Dexterity +7, Intelligence +5

Skills Athletics +4; Insight +7; Investigation +5; Nature +9; Perception +11; Stealth +12; Survival +11

Senses Passive Perception 21

Languages Common, Elvish, Sylvan

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, hand crossbows, longswords, rapiers, shortswords, shortbows, longbows

Tools: Thieves' tools, herbalism kit (flavor for pelt curing; optional)

CLASS FEATURES & TRAITS

ROGUE

Sneak Attack (3d6): Once/turn, deal +3d6 damage with finesse/ranged weapon if you have advantage, or a conscious ally is within 5 ft of the target and you don't have disadvantage.

Cunning Action: Bonus action Dash, Disengage, or Hide.

Skirmisher (Scout 3): As a reaction, when a creature ends its turn within 5 ft of you, you can move up to half your speed without provoking opportunity attacks.

Survivalist (Scout 3): Gain proficiency in Nature and Survival; your proficiency bonus is doubled for checks using those skills.

Uncanny Dodge (Rogue 5): Reaction to halve damage from an attacker you can see.

RANGER

Favored Enemy: Humanoids (choose two types, e.g., bandits & raiders/any two). You have advantage on Survival checks to track them and on Intelligence checks to recall information about them.

Natural Explorer: Forests and Swamps. Benefits include: difficult terrain doesn't slow your group's travel, can't become lost by nonmagical means, remain alert to danger, foraging bonuses, tracking bonuses, and stealth at normal pace alone.

Fighting Style (Archery): +2 bonus to attack rolls you make with ranged weapons.

Primeval Awareness: Spend a spell slot to sense certain creature types within 1 mile (or 6 miles in favored terrain).



ACTIONS

Shortsword: *Melee weapon attack* +8 to hit, reach 5 ft., one target. Hit: 7 (1d6+4) piercing.

Dagger *Melee or Ranged weapon attack* +8 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d4+4) piercing.

Shortbow *Ranged weapon attack* +10 to hit (Dex + Archery style), range 80/320 ft., one target. Hit: 8 (1d6+4) piercing.

Sneak Attack (3d6) applies once per turn when conditions are met (often with shortbow from hiding or via allies).

BONUS ACTIONS

Cunning Action: Dash, Disengage, or Hide.

Two-Weapon Fighting (improvised): If wielding a light melee weapon in each hand (e.g., shortsword + dagger), you can make one off-hand attack.

Hunter's Mark: Cast as a bonus action (concentration) on a visible creature; add 1d6 to your weapon damage vs. the marked target; can move the mark when the target drops to 0 HP.

REACTIONS

Skirmisher (Scout): Move up to half your speed when a creature ends its turn within 5 ft. of you; no opportunity attacks against you from that movement.

Uncanny Dodge: Halve damage from one attack that hits you (you must see the attacker).

SPELLCASTING (RANGER 4)

Spellcasting Ability Wisdom (spell save DC 15, spell attack +7).

1st Level (3) Hunter's Mark, Cure Wounds, Goodberry

2nd Level (2) Pass without Trace, Lesser Restoration

