



Arralus Thistlefay & Rubru

HOUSE CUNNING - RANGER (BOTH)

Bravery is only possible when you know it is impossible.

Rubru was the master of six trees, the keeper of the harvest, and defender of the hedgehog coven that had nested in the bramble tree. He was also, as others insisted on calling him, a squirrel.

Arralus, a natural tracker and explorer, met Rubru while trying to treat a Hippogriff suffering from a poisoned dart lodged in the beast's leg. Following their cooperation, the two have set out to discover new frontiers and foes to face. Carving his own badge into a small shield, Rubru continues to impart his wisdom to his new friend Arralus.

While at the Academy, Arralus is inseparable from Rubru. Always the first to volunteer or sign up for expeditions outside the Academy, Rubru's serious nature and tendency to pledge life and paw to new friends takes some getting used to.



Action Reference Guide

IN ONE ROUND YOU MAY TAKE

ONE MOVE ACTION

Move up to your speed on your turn. Movement can be interrupted to perform any other action then finished afterwards.

ONE ACTION

Attack with a weapon or cast a spell.

Two-Weapon Fighting allows two attacks using a pair of light weapons, using your Bonus Action.

Grapple a foe with a free hand. Using your Athletics vs their Athletics or Acrobatics.

Dash allows you to move up to your speed, in addition to your move action.

Disengage from your melee with a foe. Your movement no longer provokes attacks for this turn.

Dodge to focus on defense. Attacks made against you have disadvantage.

Help gives an ally advantage to an ability check or attack.

Hide gives you an advantage to attacking visible foes and them disadvantage to hit you.

Ready an Action performs a single action later in a round, using your Reaction, once a trigger occurs.

Search devotes your turn to finding something. This may require a Perception or Investigation check

Shove lets you push a foe back 5 feet or knock them prone using Athletics vs their Athletics or Acrobatics.

Use an object lets you activate or interact with an item that takes an entire action to function.

ONE REACTION (IF TRIGGERED)

You can use a reaction once at any point during the round until it is your turn again.

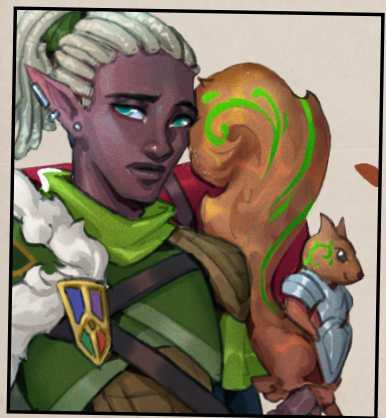
- perform a single attack of opportunity.
- Using a Readied Action that has been triggered.
- Some spells can only be used as a Reaction.

ONE INTERACTION

A short amount of speaking and a simple action (e.g. drawing a weapon).

ONE BONUS ACTION (WHEN GRANTED)

Many class and heritage features are performed as a bonus action on your turn. These will be specified as such.



Name **Arralus Thistlfay + Rubru** Class **Ranger** Level

Half Elf & Awakened Squirrel

HERITAGE

Lead an expedition outside the academy, bring everyone back safely.

BEST FRIEND

Discover a rare or fantastic creature in the forest surrounding the Academy.

RIVAL

SHORT TERM GOAL

LONG TERM GOAL

ARMOUR CLASS 15 **INITIATIVE** +4 **SPEED** 30ft. **HIT DIE (D10)** 1 **DEATH SAVES** 3/3

STRENGTH +2 (14) **DEXTERITY** +4 (18) **CONSTITUTION** +1 (13) **WISDOM** +3 (16) **INTELLIGENCE** +0 (10) **CHARISMA** +1 (12)

Ancestral Assistance: When you have advantage on an ability check they are proficient in, Rubru allows them to reroll the lowest result, Arralus can use either result.

ANCESTRAL ITEM

- SAVING THROWS**
- +4 Strength
 - +6 Dexterity
 - Constitution
 - Intelligence
 - Wisdom
 - Charisma

LANGUAGES

Common, Elvish and 1 additional language

ATTACKS

Longbow. 150/600ft. +6 to hit. On hit 1d8+4 PIERC DMG.
Shortsword. 5ft reach. +6 to hit. 1d6+4 SLASH DMG.

EQUIPMENT

CP SP GP

House Badge
Chain Shirt
Two Shortswords
Longbow (20 Arrows)
Explorer's Pack
Squirrel-size House Badge Shield
Squirrel-size Plate Armour

FEATURES & TRAITS

House Badge. Cunning. Once per Short Rest reroll a single d20 when making an INT, WIS or CHA CHECK or SAVE. You can use either result.

Academy Student. When reduced to 0 HP they can immediately spend any number of hit dice as if during a Short Rest. The student cannot use this feature again until they have gained a level.

Darkvision. 60ft.

Fey Ancestry. ADV SAVE against being charmed. Magic can't put you to sleep.

Skill Versatility.

Favored Enemy. Beasts, ADV when tracking or recalling information relating to Beasts.

Natural Explorer. Forest. While in Forests: You cannot become lost except by magical means. When tracking creatures you know their exact number, size and how long ago they passed through the area. You gather twice as much food when foraging and can engage in other activities while traveling while remaining alert to danger.



Skills (Proficient)

- +6 (DEX) Acrobatics
- +5 (WIS) Animal Handling
- +2 (INT) Investigation
- +2 (INT) History
- +2 (INT) Nature
- +6 (DEX) Stealth
- +5 (WIS) Survival

+2 13

PROFICIENCY BONUS **PASSIVE PERCEPTION** **INSPIRATION**

Character Levelling

LEVEL II 1ST ○○

HP: Arralus increases their maximum and current HP by 7 (to 18). They also gain 1 additional hit dice (for a maximum of 2d10).

Features and Abilities:

- Fighting Style, pick one or use:**
Archery. You gain +2 bonus to ATTK rolls with ranged weapons. (Longbow becomes +8 to hit).
Spellcasting. You know two spells from the Ranger spell list and have two 1st level spell slots.

LEVEL III 1ST ○

HP: Arralus increases their maximum and current HP by 7 (to 25). They also gain 1 additional hit dice (for a maximum of 3d10).

Features and Abilities:

- Ancestral Assistant: Rubru.** As a BA on your turn Rubru can cause a distraction as per the HELP action (next creature gains ADV on ATTK roll) targeting a creature within 30ft of you.
- You learn one additional spell from the Ranger spell list and have one additional 1st level spell slots (total of three). You can swap out a previously known spell for a new one if you wish.
- Primeval Awareness.** 1 ACT. For 1 minute per spell level, you can detect the following creatures within a 1 mile radius: Aberrations, Celestials, Dragons, Elementals, Fey, Fiends, and Undead. You don't know locations or how many.
- Ranger Archetype.** Choose your own, or work with your GM to come up with one that matches your play style or use the example: **Hunter.**
- Hunter's Prey.** Select one feature from the following:
Colossus Slayer. On hit, enemies take an extra 1d8 DMG if below HP max. Once per turn.
Giant Killer. REA. If Large Size+ creature within 5ft attacks you, use REA to immediately attack that creature if you can see it.
Horde Breaker. Make a second attack on a creature next to your original target if they are within 5ft of each other.