



# Kaelib Long-Sight

Eighth Level Human  
Ranger & Guide from  
High Forest,  
Northwest Faerûn.

## Abilities & Skills

Ability Score Modifier Saving

Dexterity • 18 +4 +7

Strength 16 +3 +3

Charisma 11 0 0

Constitution 14 +2 +2

Intelligence 9 -1 -1

Wisdom • 14 +2 +5

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|----------------------|--------------|
| ○ +4 Acrobatics      | Dexterity    |
| ○ +2 Animal Handling | Wisdom       |
| ○ -1 Arcana          | Intelligence |
| ● +6 Athletics       | Strength     |
| ○ 0 Deception        | Charisma     |
| ○ -1 History         | Intelligence |
| ○ +2 Insight         | Wisdom       |
| ○ 0 Intimidation     | Charisma     |
| ○ -1 Investigation   | Intelligence |
| ○ +2 Medicine        | Wisdom       |
| ● +2 Nature          | Intelligence |
| ● +5 Perception      | Wisdom       |
| ○ 0 Performance      | Charisma     |
| ○ 0 Persuasion       | Charisma     |
| ○ -1 Religion        | Intelligence |
| ○ +4 Slight of Hand  | Dexterity    |
| ● +7 Stealth         | Dexterity    |
| ○ +2 Survival        | Wisdom       |

Proficiency Bonus +3

### Death Saves

Successes ○○○○

Failures ○○○○

### Experience

## Combat

Armour Class 16

Studded Dragon Leather

Initiative +9

Speed 30'

Attacks 2

Hit Points 56

Current Hit Points

Hit Dice 8xd10

Used Hit Dice

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○○○

## Spell Casting

Level 1 Level 2 Level 3

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## Prepared Spells

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●  
●  
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## Short Swords

Attack Bonus +7

Master-Hand Damage

D6+5  
Magical

Off-Hand Damage

D6+4

## Long Bow

Attack Bonus +7

Damage

D8+4

Range

150/300

## Features, Feats & Traits

### Proficiencies

Armour – Light/medium armour & shields.

Weapons – Simple and martial weapons.

Tools – Climbing and navigation tools

Mount – Land

### Two Weapon Fighting

Add ability modifier to the damage of second weapons

### Alert

+5 Bonus to initiative.

Cannot be surprised while conscious.

### Path of the Horde Slayer

**Favoured Enemy** – Humanoids

**Hordebreaker** – 1d8 extra damage to each additional creature damaged after the first that turn.

**Hunter's Mobility** – Opportunity attacks against me have disadvantage.

### Wanderer

Always recall layout of terrain, settlements and features around me. Find food for up to 5 people each day where surrounds permit.

### Tracking

Spend 1 minute to track creatures with automatic success except in difficult circumstances.

### Landstride

No disadvantage in non-magical terrain.

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## Wealth

Copper

Silver

Gold

Platinum

Other Tradables & Wealth

Alignment

True Neutral

Deity

Silvanus

Faction

High Forest Rangers

Faction Rank

Warden

## Equipment & Kit

Backpack - leather  
Bedroll & shelter  
Sharpening steel and oil  
Spare bow strings  
Rope 50' and climbing kit  
Waterskin  
Waxed food pouches  
Mess kit  
Tinderbox and flint  
Navigation tools  
Archers hood - dark green  
Boots - dark brown leather  
Agate stone for Darkvision spell  
Clothes

## Character

### Personality Traits

I am more at home in my forest, but I will go anywhere where I can deal with this humanoid plague.

### Bonds

As a High Forest Ranger, I will protect the people of Star Mountain and all good High Forest inhabitants.

### Ideals

If you want to fight evil, first study!

### Flaws

When faced with my enemy, nothing else exists.

## Appearance

Age - 26

Weight - 93kg

Skin - Weathered

Ethnicity - Illskan

Height - 6' 1'

Eyes - Steel

Hair - Brown

### Description

Kaelib comes across as a man built for walking and moving through deep forest. Athletic in build yet lithe and graceful in movement. A well-kept short beard, dark steel eyes and strong facial features are always set with a look of seriousness betraying deep responsibility.

Wearing the regular garb of a High Forest ranger, Kaelib wears a dark grey tunic over studded dragon leather armour (a gift from a clerical comrade). Replaced often, the tunic almost always betrays cuts and bite marks from recent battles. The tunic is cinched with a leather belt on which double matched short swords, the melee weapon of choice for High Forest rangers, sit together on his left hip. The short swords with simple steel pommels mark Kaelib as a double-weapon specialist.

His Longbow is always in hand and ready. Strapped to his right thigh is a simple utility knife and steel. A full leather quiver and diagonally worn backpack that is designed to allow access to the quiver unhindered lie across his back. Finally an archers hood in green grey, brought together from the shoulders by a cloak pin with the symbol of Silvanus, is the only a memorable feature that distinguishes Kaelib from his brother rangers of The High Forest.

## Combat Equipment

### Duel Short Swords

Matched pair used by High Forest rangers  
Plain steel pommel, leather handle and 17" in length.  
Double leather sheath on left hip.

### Magical Short Sword

+1 magical damage  
Used in preference to one of the above swords

### Longbow

Simple and well maintained bow made by Bent Bow Bowyer in the Bell Market, Everlund from High Forest hickory.  
Simple leather quiver over back.

### Studded Dragonhide Armour

Dark green quilted tunic and breaches with brass studs and archers braces.  
Gifted from a cleric