

# Rudolph the Red-Nosed Ranger

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[Ranger](#) (3rd Level)

Medium humanoid (reindeer), lawful good

Cisgender Man (He/Him)

Armor Class 16 (studded leather armor, shield)

Hit Points 28 (3d10+6)

Speed 30 ft.

STR 16 (+3)

DEX 12 (+1)

CON 14 (+2)

INT 10 (+0)

WIS 16 (+3)

CHA 10 (+0)

Skills: Animal Handling +5, Nature +2, Perception +5, Survival +5

Senses: passive Perception 15

Languages: Common, Sylvan

Challenge: 1/2 (100 XP)

**Spellcasting.** Rudolph is a 3rd-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Rudolph has the following ranger spells prepared:

1st level (3 slots): [Jump](#), [Longstrider](#), [Speak with Animals](#)

**Natural Explorer (Tundra).** Rudolph has advantage on Initiative checks and Wisdom (Survival) checks made in tundra terrain. Additionally, difficult terrain in tundra doesn't slow his group's travel.

**Favored Enemy (Humanoids).** Rudolph has advantage on Wisdom (Survival) checks to track humanoids, as well as on Intelligence checks to recall information about them.

**Natural Antlers.** Rudolph can make an unarmed strike with his antlers, dealing 1d4+3 piercing damage.

**Reindeer's Nose.** Rudolph's nose shines brightly in the dark, shedding bright light in a 20-foot radius and dim light for an additional 20 feet. He can light or extinguish it at will using a bonus action.

## Actions

**Multiattack.** Rudolph makes two attacks with his longbow or his natural antlers.

**Longbow.** Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. Hit: 1d8+1 piercing damage.

**Antlers.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d4+3 piercing damage.

**Reindeer Stampede (1/day).** Rudolph can use an action to summon a stampede of [reindeer](#) that rush forward in a straight line,

dealing 3d6 bludgeoning damage to all creatures in a 30-foot-wide, 60-foot-long line. Creatures in the area must succeed on a DC 13 Strength saving throw or be knocked prone.

## Personality

Rudolph is a jovial and friendly individual, always eager to help those in need. He is fiercely protective of the tundra and its inhabitants, and will go to great lengths to defend them from threats. Despite his outgoing demeanor, Rudolph can be quite solitary at times, preferring to spend his time in the wilds rather than in crowded cities.

## Background

*Rudolph the Red-Nosed Ranger  
Had a bright red glowing nose  
Though some would underrate him  
He could track through blowing snow*

*Rudolph knew he looked different  
But his friends, they didn't care  
So they set out together:  
Elven bard and rogue bugbear*

*Through the darkest haunted crypt,  
Dungeon, or cursed glade,  
Rudolph set the world alight  
Shining hope into the night*

*Rudolph and all his party  
Grew their legend, champions three  
Each using their unique gifts  
Every quest was victory!*

Rudolph grew up in a Santa's village at the North Pole, where he learned the ways of the [ranger](#) from his mentor, Cornelius. He has always had a strong connection to the land, and can often be found wandering the frozen wastes in search of adventure. Rudolph's red nose, which glows brightly in the dark, has proven to be a useful tool in his travels, often illuminating paths that would otherwise be hidden from view. Despite his love for the tundra, Rudolph sometimes longs for a more settled life, and often finds himself torn between his duty to protect the land and his desire for a family and home of his own.