

Rain

CHARACTER NAME

Ranger/Hunter 5

CLASS & LEVEL

Tabaxi

RACE

Outlander

BACKGROUND

Lawful Neutral

ALIGNMENT

Smyther

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

14

+2

DEXTERITY

18

+4

CONSTITUTION

16

+3

INTELLIGENCE

8

-1

WISDOM

12

+1

CHARISMA

10

0

INSPIRATION

+3

PROFICIENCY BONUS

- ✱ +5 Strength
- ✱ +7 Dexterity
- +3 Constitution
- -1 Intelligence
- +1 Wisdom
- 0 Charisma

SAVING THROWS

- +4 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- -1 Arcana (Int)
- ✱ +5 Athletics (Str)
- 0 Deception (Cha)
- -1 History (Int)
- ✱ +4 Insight (Wis)
- 0 Intimidation (Cha)
- ✱ +2 Investigation (Int)
- +1 Medicine (Wis)
- ✱ +2 Nature (Int)
- ✱ +4 Perception (Wis)
- 0 Performance (Cha)
- 0 Persuasion (Cha)
- -1 Religion (Int)
- +4 Sleight of Hand (Dex)
- ✱ +7 Stealth (Dex)
- ✱ +4 Survival (Wis)

SKILLS

15

ARMOR CLASS

+4

INITIATIVE

30

SPEED

Hit Point Maximum 56

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I'm always picking things up, absently fiddling with them, and sometimes accidentally breaking them. I once ran twenty-five miles without stopping to warn to my clan of an approaching orc...

PERSONALITY TRAITS

Honor. If I dishonor myself, I dishonor my whole clan. (Lawful)

IDEALS

I suffer awful visions of a coming disaster and will do anything to prevent it.

BONDS

I am slow to trust members of other races, tribes, and societies.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Shortsword

+7

1d6 +4 piercing

Longbow

+7

1d8 +4 piercing

Shortsword

+7

1d6 +4 piercing

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Languages. See the Players Handbook for details.

Weapon. Simple, Martial

Armor. Light, Medium

Tools. Flute

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

EQUIPMENT

Fighting Style: Archery. You gain a +2 bonus to attack rolls you make with ranged weapons.

Feline Agility. See Volo's Guide to Monsters for details.

Cat's Claws. See Volo's Guide to Monsters for details.

Cat's Talent. See Volo's Guide to Monsters for details.

Primeval Awareness. Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Extra Attack. Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Natural Explorer. You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, or swamp. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: * 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. You choose additional favored terrain types at 6th and 10th level.

FEATURES & TRAITS



Rain

CHARACTER NAME

37

AGE

2.05 m / 6' 8.5"

HEIGHT

111 Kg / 244 lbs

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

About tribe/clan. Was: - all together. - semi-nomadic - had a homeland - moved between a small set of homes/camps Now: - separated into smaller groups - fully nomadic - live in a wilder-land a little away from the homeland - meet occasionally at the homelands - can't stay together for long - can't return to the homeland permanently - all because of one cause - growing sense that these days are coming to an end - hopes that "coming to an end" means the return to the homeland - fears that it means a coming disaster instead Rain, son of Mist (mother) and Tall-rock (father) Used to be soldier/guard/warrior/hunter my clan in the homeland, typical role of a common, nothing-special young male. Detached from the clan; one of the few who still tread the homeland, charged with trying to find a way to return clan to the homeland. Recently had cause to head on a quest away from the homeland and away from the clan, knowing that events are in progress that must be steered towards our hopes and away from our fear.

CHARACTER BACKSTORY

Hunter's Prey. At 3rd level, you gain one of the following features of your choice. Not for resale. Permission granted to print or photocopy this document for personal use only. System Reference Document 5.0 38 Colossus Slayer. Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn. Giant Killer. When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature. Horde Breaker. Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

ADDITIONAL FEATURES & TRAITS

TREASURE



Ranger

SPELLCASTING
CLASS

Wis

SPELLCASTING
ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

- ☐ Detect Poison and Disease
- ☐ Detect Magic
- ☐ Cure Wounds
- ☐ Alarm
- ☐ Goodberry

2

2

- ☐ Protection from Poison

4

7

8

5

9

SPILLS KNOWN