

Ranger2

CHARACTER NAME

Ranger 3

CLASS & LEVEL

Lizardfolk

RACE

Uthgardt Tribe Member

BACKGROUND

Neutral good

ALIGNMENT

Ben

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+1

13

DEXTERITY

+2

15

CONSTITUTION

+1

12

INTELLIGENCE

-1

8

WISDOM

+2

15

CHARISMA

+1

12

0

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +3 Strength
- ☒ +4 Dexterity
- ☐ +1 Constitution
- ☐ -1 Intelligence
- ☐ +2 Wisdom
- ☐ +1 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ -1 Arcana (Int)
- ☒ +3 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☐ -1 History (Int)
- ☒ +4 Insight (Wis)
- ☐ +1 Intimidation (Cha)
- ☒ +1 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ -1 Nature (Int)
- ☐ +2 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☐ +1 Persuasion (Cha)
- ☐ -1 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

15

ARMOR CLASS

+2

INITIATIVE

30 (30 swim)

SPEED

Hit Point Maximum 24

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

TODO: How does your character behave? See the PHB for examples of all the sections below

PERSONALITY TRAITS

TODO: What does your character believe in?

IDEALS

TODO: Describe what debts your character has to pay, and other commitments or ongoing quests they have.

BONDS

TODO: Describe your characters interesting flaws.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Bite

+0

1d4+2/p

Rapier

+4

1d8+4/p

Crossbow,

+4

1d6+2/p

Armor: Chain shirt

Shield: None

TODO: Describe how your character usually attacks or uses spells.

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Light armor, medium armor, shields, simple weapons, martial weapons, bite.

Languages:

Dwarvish, Common, Draconic

OTHER PROFICIENCIES & LANGUAGES

CP 0
SP 0
EP 0
GP 0
PP 0

TODO: list the equipment and magic items your character carries

EQUIPMENT

(See Features Page)

--Cunning Artisan
--Detect Portal
--Favored Enemy
--Fighting Style (Dueling)
--Hold Breath
--Hungry Jaws
--Natural Armor
--Natural Explorer
--Planar Warrior (1d8/f)
--Primeval Awareness
--Uthgardt Heritage

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TODO: Describe other features and abilities your character has.

FEATURES & TRAITS



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SPELLCASTING
CLASS

WIS

SPELLCASTING
ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK
BONUS

0

CANTRIPS

3

0

6

0

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3

PREPARED

SPELL NAME

☒ Protection From Evil And Good (V,S,M) (C)

4

0

7

0

4

0

8

0

2

0

5

0

9

0

SPELLS KNOWN

Features and Magic Items

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Subclasses

Subclass: Horizon Walker

Horizon Walkers guard the world against threats that originate from other planes or that seek to ravage the mortal realm with otherworldly magic. They seek out planar portals and keep watch over them, venturing to the Inner Planes and the Outer Planes as needed to pursue their foes. These rangers are also friends to any forces in the multiverse especially benevolent dragons, fey, and elementals that work to preserve life and the order of the planes

Features

Cunning Artisan

Source: Race (Lizardfolk)

As part of a short rest, you can harvest bone and hide from a slain beast, construct, dragon, monstrosity, or plant creature of size Small or larger to create one of the following items: a shield, a club, a javelin, or 1d4 darts or blowgun needles. To use this trait, you need a blade, such as a dagger, or appropriate artisan's tools, such as leatherworker's tools.

Detect Portal

Source: Ranger (Horizon Walker)

At 3rd level, you gain the ability to magically sense the presence of a planar portal. As an action, you detect the distance and direction to the closest planar portal within 1 mile of you. Once you use this feature, you can't use it again until you finish a short or long rest.

Favored Enemy

Source: Ranger

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Fighting Style (Dueling)

Source: Ranger

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Hold Breath

Source: Race (Lizardfolk)

You can hold your breath for up to 15 minutes at a time.

Hungry Jaws

Source: Race (Lizardfolk)

In battle, you can throw yourself into a vicious feeding frenzy. As a bonus action, you can make a special attack with your bite. If the attack hits, it deals its normal damage, and you gain temporary hit points (minimum of 1) equal to your Constitution modifier, and you can't use this trait again until you finish a short or long rest.

Natural Armor

Source: Race (Lizardfolk)

You have tough, scaly skin. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Natural Explorer

Source: Ranger

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, swamp, or the Underdark. You choose additional favored terrain types at 6th and 10th

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.

Planar Warrior (1d8/f)

Source: Ranger (Horizon Walker)

At 3rd level, you learn to draw on the energy of the multiverse to augment your attacks. As a bonus action, choose one creature you can see within 30 feet of you. The next time you hit that creature on this turn with a weapon attack, all damage dealt by the attack becomes force damage, and the creature takes an extra 1d8 force damage from the attack. When you reach 11th level in this class, the extra damage increases to 2d8.

Primeval Awareness

Source: Ranger

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.

Uthgardt Heritage

Source: Background (Uthgardt Tribe Member)

You have an excellent knowledge of not only your tribe's territory, but also the terrain and natural resources of the rest of the North. You are familiar enough with any wilderness area that you find twice as much food and water as you normally would when you forage there.

Additionally, you can call upon the hospitality of your people, and those folk allied with your tribe, often including members of druid circles, tribes of nomadic elves, the

Harpers, and the priesthoods devoted to the gods of the First Circle.

Magic Items

Spell Descriptions

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Protection From Evil And Good

Abjuration Level 1 (concentration)

Casting Time: 1 action

Range: Touch

Components: V, S, M (Holy water or powdered silver and iron, which the spell consumes)

Duration: Concentration, Up to 10 minutes

Until the spell ends, one willing creature you touch is protected against certain types of creatures - aberrations, celestials, elementals, fey, fiends, and undead.

The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.