

RELIGION / PATRON / DEITY

ABILITIES SAVING THROWS SKILLS

[illegible]

PUSH, DRAG, LIFT 0 - 390 lb **COPPER (CP)** _____

PUSH OR DRAG ABOVE 195 LB SPEED DROPS TO 5 FT

v1.64

ABILITY SCORE IMPROVEMENT & FEATS

- Ability Score Improvement x 2 - Fighter 4, Fighter 6
- Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1
- Mobile - Ranger 4

TOTAL WEIGHT

I hide a truly scandalous secret that could ruin my family forever.



SPELLCASTING

v1.64



Fighter 11 / Ranger 8

8

WIS

+3

CLASS

LEVEL

ABILITY

ABILITY MODIFIER

SPELL SLOTS

1st

2nd

3rd

4th

5th

6th

7th

8th

9th

4

3

-

-

-

-

-

-

-

SPELLS USED

Battle Master / Beast Master

5

17

SUBCLASS

PREPARED/KNOWN

SPELL SAVE DC



SPELL LIST

☒ PREPARED ☐ NOT PREPARED ☐ RITUAL ☐ CON CONCENTRATION ☐ H HIGHER LEVEL ☐ d DOMAIN ☐ o OATH ☐ c CIRCLE ☐ m MASTERY ☐ s SIGNATURE

CANTRIPS

CAST

RANGE

DURATION

COMPONENT

TYPE

DETAILS

REF

Dancing Lights

1 act

120 ft

1 min CON

VSM

evoc

4 torch-sized lights or 1 humanoid form of medium size light, 10ft rad dim light, bon to move 60ft

PH 230

LEVEL 1

CAST

RANGE

DURATION

COMPONENT

TYPE

DETAILS

REF

☒ Hunter's Mark ^H

1 bon

90 ft

1 hr CON

V

divin

1 creature, your weapon attacks +1d6 dmg, adv Perception/Survival to find it ^H CON 3-4th 8hr, 5th 24hr

PH 251

☒ Absorb Elements ^H

1 react

self

1 md

S

abjur

resist (acd, cld, fir, lgt or thd) dmg type, on first melee hit next md deal +1d6 (same dmg type) ^H +1d6

EE 015

LEVEL 2

CAST

RANGE

DURATION

COMPONENT

TYPE

DETAILS

REF

☒ Darkness

1 act

60 ft

10 min CON

VM

evoc

15ft rad sphere, magical darkness, light created by a 2nd level spell or lower is dispelled

PH 230

☒ Pass without Trace

1 act

self

1 hr CON

VSM

abjur

anyone within 30ft, +10 Stealth checks, leaves no traces, can't be tracked except by magical means

PH 264

☒ Silence1 act ^R

120 ft

10 min CON

VS

illus

20ft rad sphere no sound, while in area deafened, immune to thunder dmg, spells no V component

PH 275

☒ Find Traps

1 act

120 ft

instant

VS

divin

sense presence (not location) of any trap within range and line of sight, know general nature of trap

PH 241

LEVEL 3

CAST

RANGE

DURATION

COMPONENT

TYPE

DETAILS

REF

LEVEL 4

CAST

RANGE

DURATION

COMPONENT

TYPE

DETAILS

REF

CHARACTER PORTRAIT

EXHAUSTION

LEVEL	EFFECT (CUMULATIVE)	CURRENT LEVEL
1	Disadvantage on ability checks	
2	Speed halved	
3	Disadvantage on attack rolls and saving throws	
4	Hit point maximum halved	
5	Speed reduced to 0	
6	Death	

Finishing a long rest reduces your exhaustion level by 1, provided that you have also ingested some food and drink.

CONDITIONS

BLINDED

- You can't see and automatically fails any ability check that requires sight.
- Attack rolls against you have advantage, and your attack rolls have disadvantage.

CHARMED

- The charmer has advantage on any ability check to interact socially with you.
- You can't attack the charmer or target the charmer with harmful abilities or magical effects.

DEAFENED

- You can't hear and automatically fail any ability check that requires hearing.

FRIGHTENED

- You have disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- You can't willingly move closer to the source of its fear.

GRAPPLED

- Your speed becomes 0, and you can't benefit from any bonus to your speed.
- The condition ends if the grappled is *incapacitated*.
- The condition ends if an effect removes you from the reach of the grappler or grappling effect, such as if you are hurled away by the thunderwave spell.

INCAPACITATED

- You can't take actions or reactions.

INVISIBLE

- You are impossible to see without the aid of magic or a special sense. For the purpose of hiding, you are heavily obscured. Your location can be detected by any noise you make or any tracks you leave.
- Attack rolls against you have disadvantage, and your attack rolls have advantage.

PARALYZED

- You are *incapacitated* and can't move or speak.
- You automatically fail Strength & Dexterity saving throws.
- Attack rolls against you have advantage.
- Any attack that hits you is a critical hit if the attacker is within 5ft of you.

PETRIFIED

- You are transformed, along with any nonmagical objects you are wearing or carrying, into a solid inanimate substance (usually stone). Your weight increases by a factor of ten, and you cease to age.
- You are *incapacitated*, unaware of your surroundings and can't move or speak.
- Attack rolls against you have advantage.
- You automatically fail Strength & Dexterity saving throws.
- You have resistance to all damage.
- You are immune to poison and disease, although a poison or disease already in your system is suspended, not neutralized.

POISONED

- You have disadvantage on attack rolls and ability checks.

PRONE

- Your only movement is to crawl, unless you stand up and thus end the condition.
- You have disadvantage on attack rolls.
- Attack rolls against you have advantage if the attacker is within 5ft of you. Otherwise, the attack roll has disadvantage.

RESTRAINED

- Your speed becomes 0, and you can't benefit from any bonus to your speed.
- Attack rolls against you have advantage, and your attack rolls have disadvantage.
- You have disadvantage on Dexterity saving throws.

STUNNED

- You are *incapacitated*, can't move, and can speak only falteringly.
- You automatically fail Strength and Dexterity saving throws.
- Attack rolls against you have advantage.

UNCONSCIOUS

- You are *incapacitated*, unaware of your surroundings and can't move or speak.
- You drop whatever you are holding and fall prone.
- You automatically fail Strength and Dexterity saving throws.
- Attack rolls against you have advantage.
- Any attack that hits you is a critical hit if the attacker is within 5ft of you.

FAMILIAR OR ANIMAL COMPANION

v1.64

Guenhywvar

NAME

TYPE

HP

55

AC

16

50 ft., climb 40 ft.

Large

SPEED

SIZE

STR

14

+2

passive Perception 14

DEX

15

+2

SENSES

CON

10

+0

Perception +4, Stealth +6

INT

3

-4

SKILLS

WIS

14

+2

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

CHA

7

-2

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage.

ATTACKS

Keen Smell. The panther has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the panther moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

Plane Shift (Su): Guenhywvar can plane shift upon command of her master as the spell with up to one other being from The House of Nature to her master and back to the House of Nature every other day for a period of 6 hours.

Guenhywvar cannot heal naturally on the Material Plane but heals at double the TRAITS

CHARACTER BACKSTORY

ALLIES & ORGANIZATIONS

ACTION:

ANK:

ENOWN:

ADVENTURE NOTES