



POSSESSION ON PERSON

Table with columns: ITEM, QTY, LOCATION, WEIGHT. Multiple empty rows for item entry.

ATTUNED MAGICAL ITEMS

Table with columns: ITEM, QTY, LOCATION, WEIGHT. Multiple empty rows for item entry.

TOTAL WEIGHT CARRIED

POSSESSION NOT ON PERSON

Table with columns: ITEM, QTY, LOCATION, WEIGHT. Multiple empty rows for item entry.

CHARACTER NOTES

Table with columns: HONOR, SANITY, GEMSTONES, ART OBJECTS. Multiple empty rows for notes.

PERSONALITY TRAITS

Table with columns: IDEAL, BOND, FLAW. Multiple empty rows for personality traits.

RACE: Drow Elf
+2 Dexterity, +1 Charisma
Size: Medium
Speed: 30ft
Superior Darkvision 120ft
Keen Senses: proficiency in the Perception skill
Fey Ancestry: advantage on saving throws against being charmed, magic cannot put you to sleep
Trance: do not sleep but meditate deeply, remaining semiconscious, for 4 hours a day
Sunlight Sensitivity: disadvantage on attack rolls and Wisdom (Perception) checks in sunlight
Drow Magic
- Know the dancing lights cantrip
- Cast faerie fire and darkness once, regain ability after a long rest
- Spell Ability (Cha) Save DC 16
Drow Weapon Training: proficiency with rapiers, shortswords and hand crossbows
Languages: Common, Elvish, Undercommon
BACKGROUND: Noble
Feature: Position of Privilege
Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are.
Skills: History, Persuasion
Tools: One type of gaming set
Languages: One of your choice
CLASS 1: Fighter
Armor: All armor, shields
Weapons: Simple & martial weapons
Tools: none
Saves: Strength, Constitution
Skills: Choose 2 from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception and Survival
Fighting Style (Dueling)
Gain +2 bonus to damage rolls when wielding a melee weapon in one hand and no other weapon
Second Wind
On your turn, use a bonus action to regain 1d10+11 hit points. Regain ability after a short or long rest
Action Surge (One Use)
On your turn, take one additional action. Regain ability after a short or long rest
Martial Archetype (Battle Master)
Martial Archetype Feature (Student of War)
Gain proficiency with one type of artisan's tools of your choice
Martial Archetype Feature (Improved Combat Superiority)
- Superiority Dice - 5d10
- 7 Maneuvers - use only one maneuver per attack (DC19)
»Select...
»Select... »Select... »Select... »Select... »Select...
Ability Score Improvement / Feat: Level 4, 6, 8
Extra Attack (2)
Martial Archetype Feature (Know Your Enemy)
Spending at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two characteristics of your choice: Str, Dex, Con, AC, Current HP, Class levels, Fighter Class levels
Indomitable (One Use)
Reroll a saving throw that you fail, you must use the new roll. Regain ability after a long rest
CLASS 2: Ranger
Armor: Light & medium armor, shields
Weapons: Simple & martial weapons
Tools: none
Saves: Strength, Dexterity
Skills: Choose 1 from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival
Favored Enemy
Enemies: fiends, evil creatures
Advantage on Wisdom (Survival) checks to track favored enemy and Intelligence checks to recall information about them
Natural Explorer
Favored Terrain: Underdark, Forest
When making an Intelligence or Wisdom check related to 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 favored terrain, 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, 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 learn their exact number, sizes and how long ago they passed through the area
Spellcasting
When gaining a level in this class, you can choose one of the ranger spells you know and replace it with another spell from the ranger spell list, which must be of a level for which you have spell slots
Fighting Style (Defense)
Gain +1 bonus to armor class when wearing armor
Primeval Awareness
As an action expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot expended, sense whether creatures (aberrations, celestials, dragons, elementals, fey, fiends, and undead) are present within 1 mile (or 6 miles in favored terrain).
This feature doesn't reveal the creatures' location or number
Ranger Archetype (Beast Master)
Ranger Archetype Feature (Ranger's Companion)
Choose a beast that is no larger than Medium and that has a challenge rating of 1/4 or lower. Add +6 to the beast's AC, attack rolls, and damage rolls, as well as to saving throws and skills it's proficient in. Its HP maximum equals its normal maximum or 32 HP, whichever is higher. Use your action to verbally command it to Attack, Dash, Disengage, Dodge, or Help. Once you have the Extra Attack feature, you can make one weapon attack yourself when you command the beast to take the Attack action
Ability Score Improvement / Feat: Level 4, 8
Extra Attack
Ranger Archetype Feature (Exceptional Training)
On your turn when your beast companion doesn't attack, use a bonus action to command the beast to take the Dash, Disengage, Dodge, or Help action on its turn
Land's Stride
Moving through nonmagical difficult terrain costs no extra movement and can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines or a similar hazard. You have advantage on saving throws against plants that are magically created or manipulated to impede movement
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



CHARACTER PORTRAIT

FAMILIAR OR ANIMAL COMPANION

v1.64

Guenhyvvar

NAME TYPE

HP 55 AC 16 50 ft., climb 40 ft. Large SPEED SIZE

STR 14 +2 passive Perception 14 SENSES

DEX 15 +2 Perception +4, Stealth +6 SKILLS

CON 10 +0 Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

INT 3 -4 Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage.

WIS 14 +2 ATTACKS

CHA 7 -2

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): Guenhyvvar 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. Guenhyvvar cannot heal naturally on the Material Plane but heals at double the rate.

CHARACTER BACKSTORY

EXHAUSTION

Table with 3 columns: LEVEL, EFFECT (CUMULATIVE), CURRENT LEVEL. Rows 1-6 detailing exhaustion levels from disadvantage to death.

ALLIES & ORGANIZATIONS

Table with 3 columns: ACTION, ANK, ENOWN. Multiple empty rows for recording allies and organizations.

CONDITIONS

- List of conditions: BLINDED, CHARMED, DEAFENED, FRIGHTENED, GRAPPLED, INCAPACITATED, INVISIBLE, PARALYZED, PETRIFIED, POISONED, PRONE, RESTRAINED, STUNNED, UNCONSCIOUS. Each condition includes specific mechanical effects.

ADVENTURE NOTES

Large empty table for recording adventure notes.