

D&D ADVENTURERS LEAGUE



CHARACTER NAME

25
AGE
red
EYES

3ft
HEIGHT
grey
SKIN

40lbs
WEIGHT
white
HAIR



CHARACTER APPEARANCE

Faction Rank

FACTION

Adrian & Co.
Traveling circus and
merchants



ALLIES & ORGANIZATIONS

FEATS: Sharpshooter

- Attacks at long range doesn't impose disadvantage
- Your ranged weapons ignore half and three-quarters cover
- before making a proficient ranged attack, you can choose to sacrifice -5 on attack roll to deal +10 damage

ADDITIONAL FEATURES & TRAITS

Warhorse - 14 HP
(Epona) 11 AC
+4 STR 60 movement
+1 DEX
+1 CON
-4 INT
-2 CHA
Triumph charge
move 20ft
1/2 strength saving throw
half movement cost
horse - 16 2 DB + 4
black horse

CHARACTER BACKSTORY

TOTAL NON-CONSUMABLE MAGIC ITEMS

TREASURE

Ranger

SPELLCASTING
CLASS

14

SPELLCASTING
ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK
BONUS

0 CANTRIPS

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1

SPELL NAME

Beast Bond

Speak with Animals

Animal friendship

2

3

4

5

6

7

8

9

SPELLS RETURN

LV 1 Speak with animals

1 Action on self, 10 mins

Can talk with beasts for duration. Knowledge and awareness is limited by beasts intelligence, but at minimum beasts can give information about nearby locations and monsters including whatever they can perceive or are perceived within the past day. may be able to persuade a beast to do a small favor at GM's discretion.

LV 1 Beast Bond

1 Action on touch, 10 mins

establish telepathic link with one beast you touch that is friendly to you or charmed by you. The spell fails if the beast's intelligence is 4 or higher. Until the spell ends, the link is active while you and the beast are within line of sight with each other. Through the link, the beast can understand your telepathic messages to it, and it can ~~communicate simple emotions~~ back to you. While the link is active, the beast gains advantage on attack rolls against any creature within 5 feet of you that you can see.

LV 1 Animal Friendship 1 Action on 30ft range, 24 hr

Convince beast you mean it no harm, within range you can see. It must see and hear you. If int is 4 or higher, spell fails. Otherwise succeed on wisdom saving throw or be charmed for duration. If charmed by me or companions, spell ends.