

D&D ADVENTURERS LEAGUE

Hunter

Ranger
CLASS & LEVEL
Deep Gnome
RACE

Soldier
BACKGROUND
True Neutral
ALIGNMENT

Andy
PLAYER NAME
LV 6
EXPERIENCE POINTS

I need a weapon
FACTION
DCI NUMBER

40500

CHARACTER NAME

STRENGTH
8
+1

DEXTERITY
16
+3

CONSTITUTION
12
+1

INTELLIGENCE
13
+1

WISDOM
14
+2

CHARISMA
10
0

INSPIRATION

PROFICIENCY BONUS
+3

SAVING THROWS
● +2 Strength
● +6 Dexterity
○ +2 Constitution
○ +2 Intelligence
○ +3 Wisdom
○ +4 Charisma

SKILLS
○ +3 Acrobatics (Dex)
● +4 Animal Handling (Wis)
○ +1 Arcana (Int)
● +1 Athletics (Str)
○ +0 Deception (Cha)
○ +1 History (Int)
○ +2 Insight (Wis)
● +2 Intimidation (Cha)
○ +1 Investigation (Int)
○ +2 Medicine (Wis)
● +3 Nature (Int)
○ +2 Perception (Wis)
○ +3 Performance (Cha)
○ +0 Persuasion (Cha)
○ +1 Religion (Int)
○ +3 Sleight of Hand (Dex)
○ +3 Stealth (Dex)
● +4 Survival (Wis)

14
ARMOR CLASS

+3
INITIATIVE

25
SPEED

Hit Point Maximum 28 93
CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3
9 d10
HIT DICE

SUCCESSSES
FAILURES
DEATH SAVES

face problems
head on a simple,
direct solutions
PERSONALITY TRAITS

ideals aren't worth
Killing over
IDEALS

I would lay down
my life for the people
I served
BONDS With

My hatred of my
enemies is blind and
unreasonable
FLAWS

NAME ATK BONUS DAMAGE/TYPE
Short sword +5 1d6+3
piercing
Phoenix's +5 1d8+3
piercing
tooth 1d4 fire
Primal awareness
HSC action and spell slot, 1 mi
radius (6 in favored) for 2
min per level spell slot, sense
aetherials, elementals, dragons,
elementals, fey, feinds,
undead - no location or number
word breaker - when attacking,
can attack another creature within
5 feet of original target and
within range of weapon
ATTACKS & SPELLCASTING

Greater favored enemy: constructs & lines
Advantage on saving throws against spells that lines
favored enemy: beasts & 4
Adv. Survival (Intelligence) on
favored terrain: forest
• Difficult terrain doesn't
slow groups travel
• no getting lost except
by magic
• Always alert to danger
• if alone, can move
stealthily at normal pace
• twice as much food
when foraging
• When tracking other
creatures, know their
exact number, sizes,
and how long ago they
passed through the area

12 PASSIVE WISDOM (PERCEPTION)

Common uncommon
Gnomish, Abyssal
land vehicles, dice
light armor, medium armor
shields
Simple weapons, martial weapons
OTHER PROFICIENCIES & LANGUAGES

CP 17 leather tunic
SP 45 (2) short swords
EP long bow w/ 20 arrows
CP 31 old goblin dagger
PP 46 Piggy - Saddle
set of bone dice
animal friendship
scroll
EQUIPMENT

Superior
Darkvision (120 ft)
Adv. intelligence, wisdom,
charisma on saving throws
against magic
Defence fighting style - +1 AC
when wearing armor
+1 extra attack
FEATURES & TRAITS

a new man-o's

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

Warhorse - 19 HP
(Epona) 11 AC
+4 STR 60 movement
+1 DEX
+1 CON
-4 INT
-2 CHA

Trampling charge
more stuff

1/2 strength saving throw
half movement instead

Warhorse - +6 2 DB + 4
bludgeoning

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

TOTAL NON-CONSUMABLE MAGIC ITEMS

CHARACTER BACKSTORY

TREASURE



Ranger

SPELLCASTING
CLASS

14/4

SPELLCASTING
ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK
BONUS

0 CANTRIPS

Handwritten notes for level 0 spells

SPELL LEVEL: 1 SLOTS TOTAL: 4 SLOTS EXPENDED: 0

- SPELL NAME
- Beast Bond
 - Speak with Animals
 - Animal Friendship
 - Ensnare's strike

2 2

Handwritten notes for level 2 spells

3

Handwritten notes for level 3 spells

4

Handwritten notes for level 4 spells

5

Handwritten notes for level 5 spells

6

Handwritten notes for level 6 spells

7

Handwritten notes for level 7 spells

8

Handwritten notes for level 8 spells

9

Handwritten notes for level 9 spells

SPILLS DOWN

Lu 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.

Lu 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 ~~telepathically communicate simple information~~ 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.

Lu 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 harmed by me or companions, spell ends.

Lu 1 Ensnaring Strike 1 bonus action self range, concentration 1 min

next time you hit a creature with a weapon attack before spell ends, vines appear at point of impact, target must succeed on strength saving throw or be restrained until spell ends. Large or larger creatures have advantage on saving throw. Succeed = vines go away. If restrained, targets take 1db piercing damage at the start of each of its turns. Creature near or restrained by the vines to make strength check against your spell save DC. Success = freed. 1db extra damage for each slot above 1st.