D&D BEYOND

Sirlech Shadowmaster

CHARACTER NAME

Ranger 17 [Gloom Stalker]
CLASS & LEVEL

PLAYER NAME

Variant Feral Tiefling
RACE

Criminal / Spy
BACKGROUND

EXPERIENCE POINTS

STRENGTH	+0	10
DEXTERITY	+4	18
CONSTITUTION	+4	19
INTELLIGENCE	+0	10
WISDOM	+4	18
CHARISMA	-1	9

⊙	+7	Strength
⊙	+11	Dexterity
○	+5	Constitution
○	+1	Intelligence
⊙	+11	Wisdom
○	+0	Charisma

Saving Throw Modifiers

+1 Bonus on saves
Advantage Against plants that are magically created or manipulated to impede movement
Advantage Against Spells

SAVING THROWS

○	+4	Acrobatics	DEX
○	+4	Animal Handling	WIS
○	+0	Arcana	INT
○	+0	Athletics	STR
Ⓟ	+5	Deception	CHA
○	+0	History	INT
○	+4	Insight	WIS
○	-1	Intimidation	CHA
Ⓟ	+6	Investigation	INT
○	+4	Medicine	WIS
○	+0	Nature	INT
Ⓔ	+16	Perception	WIS
○	-1	Performance	CHA
○	-1	Persuasion	CHA
○	+0	Religion	INT
Ⓟ	+10	Sleight of Hand	DEX
Ⓔ	+16	Stealth	DEX
Ⓟ	+10	Survival	WIS
○			
○			
○			

SKILLS

+8
INITIATIVE

ARMOR
18
CLASS

Resistances - Fire
DEFENSES

INSPIRATION

+6
PROFICIENCY BONUS

ABILITY SAVE DC

35 ft. (Walking), 50 ft. (Flying), 35 ft. (Climbing), 35 ft. (Swimming)
SPEED

Max HP	Current HP	Temp HP
174		--

HIT POINTS

Total 17d10
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

=== ARMOR ===
Light Armor, Medium Armor, Shields

=== WEAPONS ===
Martial Weapons, Simple Weapons

=== TOOLS ===
Playing Card Set, Thieves' Tools

=== LANGUAGES ===
Common, Elvish, Infernal, Sylvan

PROFICIENCIES & LANGUAGES

=== ACTIONS ===
Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

Deft Explorer: Tireless • 6 / Long Rest
As an action, you can give yourself 1d8+4 temporary hit points (minimum of 1 temporary hit point). You regain all expended uses when you finish a long rest.

=== BONUS ACTIONS ===
Nature's Veil • 6 / Long Rest
As a bonus action, you can magically become invisible, along with any equipment you are wearing or carrying, until the start of your next turn.

Vanish
You can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

=== REACTIONS ===
Shadowy Dodge
Whenever a creature makes an attack roll against you and doesn't have advantage on the roll, you can use your reaction to impose disadvantage on it. You must use this feature before you know the outcome of the attack roll.

ACTIONS

26	PASSIVE WISDOM (PERCEPTION)
14	PASSIVE WISDOM (INSIGHT)
16	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 90 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light, +2	+12	1d8+6 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Scimitar, +2	+12	1d6+6 Slashing	Martial, Finesse, Light
Scimitar, +2	+12	1d6+6 Slashing	Martial, Finesse, Light
Unarmed Strike	+6	1 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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=== RANGER FEATURES ===

* Deft Explorer • TCoE 56
You are an unsurpassed explorer and survivor, both in the wilderness and in dealing with others on your travels.

| Canny (1st Level) • TCoE 56
Choose one of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses the chosen skill.
You can also speak, read, and write two additional languages of your choice.

| Roving (6th Level) • TCoE 56
Your walking speed increases by 5, and you gain a climbing speed and a swimming speed equal to your walking speed.

| Tireless (10th Level) • TCoE 56
As an action, you can give yourself 1d8+4 temporary hit points (minimum of 1 temporary hit point). You regain all expended uses when you finish a long rest.
In addition, whenever you finish a short rest, your exhaustion level, if any, is decreased by 1.

| Deft Explorer: Tireless: 6 / Long Rest • 1 Action

| Deft Explorer: Tireless (exhaustion): Special

* Hit Points • PHB 90

* Favored Foe • TCoE 56
When you hit a creature with an attack roll, you can mark the target as your favored enemy for 1 minute or until you lose your concentration (as if you were concentrating on a spell).
The first time on each of your turns that you hit the favored enemy and deal damage to it, including when you mark it, you can increase that damage by 1d8.

| 6 / Long Rest • Special

* Proficiencies • PHB 90

* Fighting Style • PHB 91
You adopt a particular style of fighting as your specialty.

| Two-Weapon Fighting • PHB
When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

* Spellcasting Focus • TCoE 57
You can use a druidic focus as a spellcasting focus for your ranger spells.

* Spellcasting • PHB 91
You can cast known ranger spells using WIS as your spellcasting modifier (Spell DC 18, Spell Attack +10).

* Primal Awareness • TCoE 57
You learn additional spells when you reach certain levels in this class if you don't already know them, as shown in the Primal Awareness Spells table.

* Ranger Archetype • PHB 92

| Gloom Stalker

* Gloom Stalker Magic • XGtE 42
You learn additional spells based on your level that count as ranger spells but don't count against the number of spells you know.

* Dread Ambusher • XGtE 42
You add your WIS modifier (+4) to initiative rolls. At the start of your first turn of each combat, your walking speed increases by 10 ft., which lasts until the end of that turn. If you take the Attack action, you can make one additional weapon attack that deals an extra 1d8 damage of the weapon's damage type on hit.

| Special

* Umbral Sight • XGtE 42
You gain darkvision out to a range of 60 ft. (+30 ft. if you already have it). While in darkness, you are invisible to any creature that relies on darkvision to see you in that darkness.

* Martial Versatility • TCoE 57
Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace a fighting style you know with another fighting style available to rangers. This replacement represents a shift of focus in your martial practice.

* Ability Score Improvement • PHB 92

* Extra Attack • PHB 92
You can attack twice whenever you take the Attack action on your turn.

* Iron Mind • XGtE 42
You gain proficiency in WIS saving throws. If you already have it, you instead gain proficiency in INT or CHA saving throws (your choice).

* Land's Stride • PHB 92
Moving through nonmagical difficult terrain costs you no extra movement and you can also pass through nonmagical plants without being slowed by them and without taking damage from them. You have advantage on saving throws against plants that are magically created or manipulated to impede movement.

* Nature's Veil • TCoE 57
You draw on the powers of nature to hide yourself from view briefly. As a bonus action, you can magically

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	0
PP	3
WEIGHT CARRIED	95.56 lb.
ENCUMBERED	150 lb.
PUSH/DRAG/LIFT	300 lb.

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Glamoured Studded Leather	1	13 lb.	Tinderbox	1	1 lb.
Crossbow, Light, +2	1	5 lb.	Thieves' Tools	1	1 lb.
Scimitar, +2	1	3 lb.	Sprig of Mistletoe	1	--
Scimitar, +2	1	3 lb.	Soap	1	--
Amulet of Health	1	--	Rope, Silk (50 feet)	1	5 lb.
Boots of Elvenkind	1	--	Rations (1 day)	10	20 lb.
Broom of Flying	1	3 lb.	Waterskin	1	5 lb.
Decanter of Endless Water	1	2 lb.	Crossbow Bolts	40	3 lb.
Mantle of Spell Resistance	1	--	Bedroll	1	7 lb.
Ring of Animal Influence	1	--	Case, Crossbow Bolt	1	1 lb.
Ring of Protection	1	--	Clothes, Traveler's	1	4 lb.
Ring of Spell Storing	1	--	ATTUNED MAGIC ITEMS	QTY	WEIGHT
Potion of Healing (Superior)	3	1.5 lb.	Amulet of Health	1	--
Heward's Handy Haversack	1	5 lb.	Mantle of Spell Resistance	1	--
Torch	5	5 lb.	Ring of Protection	1	--

EQUIPMENT

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CLASS & LEVEL

PLAYER NAME

Variant Feral Tiefling
RACE

Criminal / Spy
BACKGROUND

EXPERIENCE POINTS

become invisible, along with any equipment you are wearing or carrying, until the start of your next turn. You can use this feature 6 times, and you regain all expended uses when you finish a long rest.

| 6 / Long Rest • 1 Bonus Action

* Stalker's Flurry • XGtE 42
Once on each of your turns when you miss with a weapon attack, you can make another weapon attack as part of the same action.

* Vanish • PHB 92
You can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

| 1 Bonus Action

* Shadowy Dodge • XGtE 42
Whenever a creature makes an attack roll against you and doesn't have advantage on the roll, you can use your reaction to impose disadvantage on it. You must use this feature before you know the outcome of the attack roll.

| 1 Reaction

=== VARIANT FERAL TIEFLING RACIAL TRAITS ===

* Darkvision • SCAG
You can see in darkness (shades of gray) up to 60 ft.

* Hellish Resistance • SCAG
You have resistance to fire damage.

* Variant Tiefling • SCAG

| Winged • SCAG

You have bat-like wings and a flying speed of 30 feet.

=== FEATS ===

* Dual Wielder • PHB 165
You add a +1 bonus to AC while you are wielding a separate melee weapon in each hand, can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light, and can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

* Skill Expert • TCoE 80
You gain proficiency in a skill. You also gain expertise in a skill which you are already proficient in.

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Bracer of Flying Daggers	1	--			
Pole of Collapsing	1	--			
Diamond Dust (100 gp)	2	--			
Diamonds (300 gp)	3	--			
Fishing Tackle	1	4 lb.			
Flask or Tankard	1	1 lb.			
Mess Kit	1	1 lb.			
Playing Card Set	1	--			
Pouch	1	1 lb.			
Whetstone	1	1 lb.			

ADDITIONAL EQUIPMENT

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Sirlech Shadowmaster

CHARACTER NAME

Male	28	Medium	5' 11"	180
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Neutral	The Raven Que	Brown	Blue	Black
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I would rather make a new friend than a new enemy.
I don't pay attention to the risks in a situation. Never tell me the odds.

PERSONALITY TRAITS

People. I'm loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I

IDEALS

Something important was taken from me, and I aim to steal it back.

BONDS

I have a "tell" that reveals when I'm lying.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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Ranger

SPELLCASTING CLASS

WIS	18	+10
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== 1st LEVEL ===	4 Slots OOOO							
O	Ensnaring Strike <C>	Ranger	STR 18	1BA	Self	V	Concentration, up to 1 minute	PHB 237	D: 1m, V
O	Hunter's Mark <C>	Ranger	--	1BA	90 ft.	V	Concentration, up to 1 hour	PHB 251	Ext. D: (See Description)*, D: 1h, V
O	Absorb Elements	Ranger	--	1R	Self	S	1 round	EE 150	D: 1Rnd, S
O	Animal Friendship	Ring of Animal Influence	WIS 13	1A	30 ft.	V,S,M	24 hours	PHB 212	1 Charge (3/3), D: 24h, V/S/M
O	Speak with Animals	Ring of Animal Influence	--	1A	Self	V,S	10 minutes	PHB 277	1 Charge (3/3), D: 10m, V/S
O	Disguise Self	Gloom Stalker Magic	--	1A	Self	V,S	1 hour	PHB 233	D: 1h, V/S
P	Speak with Animals	Primal Awareness (Always Prepared)	--	1A	Self	V,S	10 minutes	PHB 277	1/LR, D: 10m, V/S
	=== 2nd LEVEL ===	3 Slots OOO							
O	Silence <C>	Ranger	--	1A	120 ft./20 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 275	D: 10m, 20 ft. Sphere, V/S
O	Pass without Trace <C>	Ranger	--	1A	Self	V,S,M	Concentration, up to 1 hour	PHB 264	D: 1h, V/S/M
O	Rope Trick	Gloom Stalker Magic	--	1A	Touch	V,S,M	1 hour	PHB 272	D: 1h, V/S/M
P	Beast Sense <C>	Primal Awareness (Always Prepared)	--	1A	Touch	S	Concentration, up to 1 hour	PHB 217	1/LR, D: 1h, S
	=== 3rd LEVEL ===	3 Slots OOO							
O	Protection from Energy <C>	Ranger	--	1A	Touch	V,S	Concentration, up to 1 hour	PHB 270	D: 1h, V/S
O	Revivify	Ranger	--	1A	Touch	V,S,M	Instantaneous	PHB 272	V/S/M
O	Fear <C>	Ring of Animal Influence	WIS 13	1A	Self/30 ft. Cone	V,S,M	Concentration, up to 1 minute	PHB 239	1 Charge (3/3), D: 1m, 30 ft. Cone, V/S/M
O	Fear <C>	Gloom Stalker Magic	WIS 18	1A	Self/30 ft./30 ft. Cone	V,S,M	Concentration, up to 1 minute	PHB 239	D: 1m, 30 ft. Cone, V/S/M
P	Speak with Plants	Primal Awareness (Always Prepared)	--	1A	Self	V,S	10 minutes	PHB 277	1/LR, D: 10m, V/S
	=== 4th LEVEL ===	3 Slots OOO							
O	Guardian of Nature <C>	Ranger	--	1BA	Self	V	Concentration, up to 1 minute	XGtE 157	D: 1m, V
O	Stoneskin <C>	Ranger	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 278	D: 1h, V/S/M
O	Greater Invisibility <C>	Gloom Stalker Magic	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 246	D: 1m, V/S
P	Locate Creature <C>	Primal Awareness (Always Prepared)	--	1A	Self	V,S,M	Concentration, up to 1 hour	PHB 256	1/LR, D: 1h, V/S/M
	=== 5th LEVEL ===	1 Slots O							
O	Greater Restoration	Ranger	--	1A	Touch	V,S,M	Instantaneous	PHB 246	V/S/M
O	Seeming	Gloom Stalker Magic	CHA 18	1A	30 ft.	V,S	8 hours	PHB 274	D: 8h, V/S
P	Commune with Nature	Primal Awareness (Always Prepared)	--	1m	Self	V,S	Instantaneous	PHB 224	1/LR, V/S

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