D&D BEYOND

# Belcrath Camphik

CHARACTER NAME

| | |
|---|---|
| Ranger 10 [Monster Slayer] | |
| CLASS & LEVEL | PLAYER NAME |
| Ravenite Dragonborn | Sailor |
| RACE | BACKGROUND / EXPERIENCE POINTS |

| | |
|---|---|
| STRENGTH | +4 (18) |
| DEXTERITY | +2 (14) |
| CONSTITUTION | +2 (14) |
| INTELLIGENCE | +0 (10) |
| WISDOM | +2 (14) |
| CHARISMA | -1 (9) |

| | | |
|---|---|---|
| ⊙ | +8 | Strength |
| ⊙ | +6 | Dexterity |
| ○ | +2 | Constitution |
| ○ | +0 | Intelligence |
| ○ | +2 | Wisdom |
| ○ | -1 | Charisma |

Saving Throw Modifiers

Advantage Against plants that are magically created or manipulated to impede movement

SAVING THROWS

| | | | |
|---|---|---|---|
| ○ | +2 | Acrobatics | DEX |
| Ⓟ | +6 | Animal Handling | WIS |
| ○ | +0 | Arcana | INT |
| Ⓟ | +8 | Athletics | STR |
| ○ | -1 | Deception | CHA |
| ○ | +0 | History | INT |
| ○ | +2 | Insight | WIS |
| ○ | -1 | Intimidation | CHA |
| ○ | +0 | Investigation | INT |
| ○ | +2 | Medicine | WIS |
| Ⓟ | +4 | Nature | INT |
| Ⓔ | +10 | Perception | WIS |
| ○ | -1 | Performance | CHA |
| ○ | -1 | Persuasion | CHA |
| ○ | +0 | Religion | INT |
| ○ | +2 | Sleight of Hand | DEX |
| Ⓔ | +10 | Stealth | DEX |
| Ⓟ | +6 | Survival | WIS |
| ○ | | | |
| ○ | | | |
| ○ | | | |

SKILLS

+2 INITIATIVE

ARMOR 19 CLASS

DEFENSES

INSPIRATION

+4 PROFICIENCY BONUS

ABILITY SAVE DC

35 ft. (Walking), 35 ft. (Climbing), 35 ft. (Swimming)

SPEED

| Max HP | Current HP | Temp HP |
|---|---|---|
| 84 | | -- |

HIT POINTS

Total 10d10

HIT DICE

SUCCESSES ○-○-○

FAILURES ○-○-○

DEATH SAVES

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

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

=== TOOLS ===
Navigator's Tools, Vehicles (Water)

=== LANGUAGES ===
Common, Draconic, Elvish, 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

Breath Weapon (Blue) • 1 / Short Rest
As an action once per short rest, exhale in a 5 by 30 ft. line (DEX DC 14, half damage on success) for 2d6 Lightning Damage [6th] 3d6, [11th] 4d6, [16th] 5d6

Deft Explorer: Tireless • 4 / Long Rest
As an action, you can give yourself 1d8+2 temporary hit points (minimum of 1 temporary hit point). You regain all expended uses when you finish a long rest.

Hunter's Sense • 2 / Long Rest
As an action, choose one creature you can see within 60 ft. You immediately learn whether the creature has any damage immunities, resistances, or vulnerabilities and what they are if the creature is not hidden from divination magic. You can use this feature 2 times per long rest.

=== BONUS ACTIONS ===
Nature's Veil • 4 / 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.

ACTIONS

| | |
|---|---|
| 20 | PASSIVE WISDOM (PERCEPTION) |
| 12 | PASSIVE WISDOM (INSIGHT) |
| 10 | PASSIVE INTELLIGENCE (INVESTIGATION) |

Darkvision 60 ft.

SENSES

| NAME | HIT | DAMAGE/TYPE | NOTES |
|---|---|---|---|
| Crossbow, Light, +1 | +7 | 1d8+3 Piercing | Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320) |
| Dagger | +8 | 1d4+6 Piercing | Simple, Finesse, Light, Thrown, Range (20/60) |
| Longsword, +1 | +9 | 1d8+7 Slashing | Martial, Versatile |
| Morningstar | +8 | 1d8+6 Piercing | Martial |
| Warhammer | +8 | 1d8+6 Bludgeoning | Martial, Versatile |
| Unarmed Strike | +8 | 5 Bludgeoning | |

WEAPON ATTACKS & CANTRIPS

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D&D BEYOND

| | | |
|---|---|---|
| Belcrath Camphik | Ranger 10 [Monster Slayer] | |
| CHARACTER NAME | CLASS & LEVEL | PLAYER NAME |
| | Ravenite Dragonborn | Sailor |
| | RACE | BACKGROUND | EXPERIENCE POINTS |

=== 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+2 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: 4 / 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 1d6.

| 4 / Long Rest • Special

* Proficiencies • PHB 90

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

| Dueling • PHB
When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

* 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 14, Spell Attack +6).

* 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

| Monster Slayer

* Monster Slayer Magic • XGtE 43
You learn additional spells based on your level that count as ranger spells but don't count against the number of spells you know.

* Hunter's Sense • XGtE 43
As an action, choose one creature you can see within 60 ft. You immediately learn whether the creature has any damage immunities, resistances, or vulnerabilities and what they are if the creature is not hidden from divination magic. You can use this feature 2 times per long rest.

| 2 / Long Rest • 1 Action

* Slayer's Prey • XGtE 43
As a bonus action, you designate one creature you can see within 60 ft. and the first time each turn that you hit that target with a weapon attack, it takes an extra 1d6 damage. This benefit lasts until you finish a short or long rest or if you designate a different creature.

| 1 Bonus Action

* 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.

* Supernatural Defense • XGtE 43
Whenever the target of your Slayer's Prey forces you to make a saving throw and whenever you make an ability check to escape that target's grapple, add 1d6 to your roll.

| Special

* 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

**FEATURES & TRAITS**

| | |
|---|---|
| CP | 0 |
| SP | 0 |
| EP | 0 |
| GP | 0 |
| PP | 2 |

| | |
|---|---|
| WEIGHT CARRIED | 119.04 lb. |
| ENCUMBERED | 270 lb. |
| PUSH/DRAG/LIFT | 540 lb. |

| NAME | QTY | WEIGHT |
|---|---|---|
| Shield, +1 | 1 | 6 lb. |
| Mithral Scale Mail | 1 | 45 lb. |
| Crossbow, Light, +1 | 1 | 5 lb. |
| Longsword, +1 | 1 | 3 lb. |
| Dagger | 1 | 1 lb. |
| Morningstar | 1 | 4 lb. |
| Warhammer | 1 | 2 lb. |
| Crossbow Bolts | 20 | 1.5 lb. |
| Backpack | 1 | 5 lb. |
| Case, Crossbow Bolt | 1 | 1 lb. |
| Clothes, Traveler's | 1 | 4 lb. |
| Flask or Tankard | 1 | 1 lb. |
| Mess Kit | 1 | 1 lb. |
| Potion of Healing | 1 | 0.5 lb. |
| Rations (1 day) | 10 | 20 lb. |

| NAME | QTY | WEIGHT |
|---|---|---|
| Rope, Silk (50 feet) | 1 | 5 lb. |
| Soap | 1 | -- |
| Tinderbox | 1 | 1 lb. |
| Torch | 5 | 5 lb. |
| Waterskin | 1 | 5 lb. |
| Whetstone | 1 | 1 lb. |
| Navigator's Tools | 1 | 2 lb. |
| Sprig of Mistletoe | 1 | -- |

| ATTUNED MAGIC ITEMS | QTY | WEIGHT |
|---|---|---|

**EQUIPMENT**

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Belcrath Camphik

CHARACTER NAME

Ranger 10 [Monster Slayer]

CLASS & LEVEL

PLAYER NAME

Ravenite Dragonborn

RACE

Sailor

BACKGROUND

EXPERIENCE POINTS

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 become invisible, along with any equipment you are wearing or carrying, until the start of your next turn. You can use this feature 4 times, and you regain all expended uses when you finish a long rest.

| 4 / Long Rest • 1 Bonus Action

=== RAVENITE DRAGONBORN RACIAL TRAITS ===

* Draconic Ancestry • BR 34
You gain a breath weapon and damage resistance with your chosen dragon type.

| Blue Dragon • BR 34
Lightning

* Breath Weapon • BR 34
Once per short rest as an action, exhale destructive energy based on your Draconic Ancestry. Each creature in the area must make a DC 14 saving throw (type determined by your ancestry), taking 2d6 ([6th] 3d6, [11th] 4d6, [16th] 5d6) on a failed save, and half damage on a successful one.

| Blue Dragon • BR 34
As an action once per short rest, exhale in a 5 by 30 ft. line (DEX DC 14, half damage on success) for 2d6 Lightning Damage [6th] 3d6, [11th] 4d6, [16th] 5d6

| Breath Weapon (Blue): 1 / Short Rest • 1 Action

* Darkvision • EGtW
You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

* Vengeful Assault • EGtW
Once per short rest, when you take damage from a creature in range of a weapon you are wielding, you can use your reaction to make an attack with the weapon against that creature.

| 1 / Short Rest • 1 Reaction

=== FEATS ===

* 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 |
|---|---|---|---|---|---|

ADDITIONAL EQUIPMENT

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D&D BEYOND

Belcrath Camphik

CHARACTER NAME

| | | | | |
|---|---|---|---|---|
| Male | 24 | Medium | 6' 3" | 238 |
| GENDER | AGE | SIZE | HEIGHT | WEIGHT |
| Chaotic Good | Bahamut | Blue Scales | Blue | None |
| ALIGNMENT | FAITH | SKIN | EYES | HAIR |

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

My friends know they can rely on me, no matter what.
I stretch the truth for the sake of a good story.

PERSONALITY TRAITS

Freedom. The sea is freedom — the freedom to go anywhere and do anything. (Chaotic)

IDEALS

Ruthless pirates murdered my captain and crewmates, plundered our ship, and left me to die.

BONDS

My pride will probably lead to my destruction.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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Ranger

SPELLCASTING CLASS

| WIS | 14 | +6 |
|---|---|---|
| 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 | Absorb Elements | Ranger | -- | 1R | Self | S | 1 round | EE 150 | D: 1Rnd, S |
| 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 | Ensnaring Strike <C> | Ranger | STR 14 | 1BA | Self | V | Concentration, up to 1 minute | PHB 237 | D: 1m, V |
| O | Protection from Evil and Good <C> | Monster Slayer Magic | -- | 1A | Touch | V,S,M | Concentration, up to 10 minutes | PHB 270 | D: 10m, V/S/M |
| 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 | Pass without Trace <C> | Ranger | -- | 1A | Self | V,S,M | Concentration, up to 1 hour | PHB 264 | D: 1h, V/S/M |
| 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 | Zone of Truth | Monster Slayer Magic | CHA 14 | 1A | 60 ft./15 ft. Sphere | V,S | 10 minutes | PHB 289 | D: 10m, 15 ft. Sphere, V/S |
| 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 === | 2 Slots OO | | | | | | | |
| O | Protection from Energy <C> | Ranger | -- | 1A | Touch | V,S | Concentration, up to 1 hour | PHB 270 | D: 1h, V/S |
| O | Magic Circle | Monster Slayer Magic | CHA 14 | 1m | 10 ft./10 ft. Cylinder | V,S,M | 1 hour | PHB 256 | D: 1h, 10 ft. Cylinder, 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 |



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