D&D BEYOND

Belcrath Camphik

CHARACTER NAME

Ranger 18 [Monster Slayer]	
CLASS & LEVEL	PLAYER NAME
Ravenite Dragonborn	Sailor
RACE	BACKGROUND
	EXPERIENCE POINTS

STRENGTH	+5 (21)
DEXTERITY	+3 (16)
CONSTITUTION	+4 (19)
INTELLIGENCE	+0 (10)
WISDOM	+2 (14)
CHARISMA	-1 (9)

⊙	+11	Strength
⊙	+9	Dexterity
○	+4	Constitution
○	+0	Intelligence
○	+2	Wisdom
○	-1	Charisma

Saving Throw Modifiers

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

SAVING THROWS

○	+3	Acrobatics	DEX
Ⓟ	+8	Animal Handling	WIS
○	+0	Arcana	INT
Ⓟ	+11	Athletics	STR
○	-1	Deception	CHA
○	+0	History	INT
○	+2	Insight	WIS
○	-1	Intimidation	CHA
○	+0	Investigation	INT
○	+2	Medicine	WIS
Ⓟ	+6	Nature	INT
Ⓔ	+14	Perception	WIS
○	-1	Performance	CHA
○	-1	Persuasion	CHA
○	+0	Religion	INT
○	+3	Sleight of Hand	DEX
Ⓔ	+15	Stealth	DEX
Ⓟ	+8	Survival	WIS
○			
○			
○			

SKILLS

+3	INITIATIVE
ARMOR 22	CLASS
	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
184		--

HIT POINTS

Total 18d10

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 18, half damage on success) for 2d6 Lightning Damage [6th] 3d6, [11th] 4d6, [16th] 5d6

Deft Explorer: Tireless • 6 / 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 • 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.

ACTIONS

24	PASSIVE WISDOM (PERCEPTION)
12	PASSIVE WISDOM (INSIGHT)
10	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light, +2	+11	1d8+5 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Dagger	+11	1d4+7 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Dragon Slayer Longsword	+12	1d8+8 Slashing	Martial, Versatile
Morningstar, +2	+13	1d8+9 Piercing	Martial
Sunforger	+13	1d8+9 Bludgeoning	Martial, Versatile
Unarmed Strike	+11	6 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

D&D BEYOND

Belcrath Camphik	Ranger 18 [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: 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.

| 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 16, Spell Attack +8).

* 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	5
PP	3
WEIGHT CARRIED	139.66 lb.
ENCUMBERED	315 lb.
PUSH/DRAG/LIFT	630 lb.

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Shield, +2	1	6 lb.	Crossbow Bolts	40	3 lb.
Mithral Half Plate, +1	1	40 lb.	Case, Crossbow Bolt	1	1 lb.
Dragon Slayer Longsword	1	3 lb.	Clothes, Traveler's	1	4 lb.
Crossbow, Light, +2	1	5 lb.	Fishing Tackle	1	4 lb.
Morningstar, +2	1	4 lb.	Flask or Tankard	1	1 lb.
Sunforger	1	2 lb.	Mess Kit	1	1 lb.
Dagger	1	1 lb.	Rations (1 day)	10	20 lb.
Amulet of Health	1	--	Rope, Silk (50 feet)	1	5 lb.
Bag of Holding	1	15 lb.	Soap	1	--
Belt of Hill Giant Strength	1	--	Tinderbox	1	1 lb.
Boots of Elvenkind	1	--	Torch	5	5 lb.
Broom of Flying	1	3 lb.			
Decanter of Endless Water	1	2 lb.			
Potion of Healing (Superior)	1	0.5 lb.			
Heward's Handy Haversack	1	5 lb.			

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Sunforger	1	2 lb.
Amulet of Health	1	--
Belt of Hill Giant Strength	1	--

EQUIPMENT

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

Belcrath Camphik

CHARACTER NAME

Ranger 18 [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 6 times, and you regain all expended uses when you finish a long rest.

| 6 / Long Rest • 1 Bonus Action

* Magic-User's Nemesis • XGtE 43
When you see a creature casting a spell or teleporting within 60 ft. of you, you can use your reaction to force a WIS saving throw (DC 16), or its spell or teleport fails and is wasted.

| 1 / Short Rest • 1 Reaction

* 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

* Slayer's Counter • XGtE 43
If the target of your Slayer's Prey forces you to make a saving throw, you can use your reaction to make one weapon attack against the quarry immediately before making the saving throw. If your attack hits, your save automatically succeeds, in addition to the attack's normal effects.

| 1 Reaction

* Feral Senses • PHB 92
When you attack a creature you can't see, you don't have disadvantage on your attack rolls against it. As long as you are conscious and can hear, you are also aware of the location of any invisible creature within 30 ft. that isn't hidden.

=== 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 18 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 18, 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.

* Lucky • PHB 167
You have 3 luck points per long rest. Whenever you make an attack roll, an ability check, or a saving throw (or when an attack roll is made against you), you can spend one to roll an additional d20 and you choose which die to use. You can choose to spend luck points after you roll the die, but before the outcome is determined.

| 3 / Long Rest • No Action

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Diamond Dust (100 gp)	2	--			
Diamonds (300 gp)	2	--			
Navigator's Tools	1	2 lb.			
Sprig of Mistletoe	1	--			
Waterskin	1	5 lb.			
Whetstone	1	1 lb.			

ADDITIONAL EQUIPMENT

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

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

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

Ranger

SPELLCASTING CLASS

WIS	16	+8
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 16	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	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	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	Zone of Truth	Monster Slayer Magic	CHA 16	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 ===	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	Magic Circle	Monster Slayer Magic	CHA 16	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
	=== 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	Banishment <C>	Monster Slayer Magic	CHA 16	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 217	D: 1m, V/S/M
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	Hold Monster <C>	Monster Slayer Magic	WIS 16	1A	90 ft.	V,S,M	Concentration, up to 1 minute	PHB 251	D: 1m, V/S/M
P	Commune with Nature	Primal Awareness (Always Prepared)	--	1m	Self	V,S	Instantaneous	PHB 224	1/LR, V/S

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.