D&D BEYOND

Gwendoline Bikker

CHARACTER NAME

Ranger 8 [Swarmkeeper]
CLASS & LEVEL

PLAYER NAME

Aereni Wood Elf
RACE

Folk Hero
BACKGROUND

EXPERIENCE POINTS

STRENGTH	+0	10
DEXTERITY	+4	18
CONSTITUTION	+2	14
INTELLIGENCE	+0	10
WISDOM	+3	16
CHARISMA	-1	8

⊙	+3	Strength
⊙	+7	Dexterity
○	+2	Constitution
○	+0	Intelligence
○	+3	Wisdom
○	-1	Charisma

Saving Throw Modifiers

Advantage against being charmed, and magic can't put you to sleep
Advantage Against plants that are magically created or manipulated to impede movement

SAVING THROWS

○	+4	Acrobatics	DEX
Ⓟ	+6	Animal Handling	WIS
○	+0	Arcana	INT
Ⓟ	+3	Athletics	STR
○	-1	Deception	CHA
○	+0	History	INT
Ⓟ	+6	Insight	WIS
○	-1	Intimidation	CHA
○	+0	Investigation	INT
○	+3	Medicine	WIS
Ⓟ	+3	Nature	INT
Ⓔ	+9	Perception	WIS
○	-1	Performance	CHA
○	-1	Persuasion	CHA
○	+0	Religion	INT
○	+4	Sleight of Hand	DEX
Ⓔ	+10	Stealth	DEX
Ⓟ	+6	Survival	WIS
○			
○			
○			

SKILLS

+4
INITIATIVE

ARMOR
19
CLASS

DEFENSES

INSPIRATION

+3
PROFICIENCY BONUS

ABILITY SAVE DC

40 ft. (Walking), 40 ft. (Climbing), 40 ft. (Swimming)

SPEED

Max HP: 68
Current HP:
Temp HP: --

HIT POINTS

Total: 8d10
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

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

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

=== TOOLS ===
Painter's Supplies, Vehicles (Land)

=== 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

=== BONUS ACTIONS ===
Writhing Tide • 3 / Long Rest
As a bonus action, you gain a flying speed of 10 ft. and can hover. This effect lasts for 1 minute or until you are incapacitated.

=== SPECIAL ===
Favored Foe • 3 / Long Rest
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.

Gathered Swarm
Once on each of your turns, you can cause the swarm to assist you in one of the following ways, immediately after you hit a creature with an attack:
- The attack's target takes 1d6 piercing damage from the swarm.
- The attack's target must succeed on a STR saving throw (DC:14) or be moved by the swarm up to 15 ft. horizontally in a direction of your choice. [11th] also

ACTIONS

19	PASSIVE WISDOM (PERCEPTION)
16	PASSIVE WISDOM (INSIGHT)
10	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Longbow, +1	+10	1d8+5 Piercing	Martial, Ammunition, Heavy, Range, Two-Handed, Range (150/600)
Scimitar, +1	+8	1d6+5 Slashing	Martial, Finesse, Light
Shortsword, +1	+8	1d6+5 Piercing	Martial, Finesse, Light
Unarmed Strike	+3	1 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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D&D BEYOND

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	Aereni Wood Elf / Folk Hero
	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.

* 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.

| 3 / Long Rest • Special

* Proficiencies • PHB 90

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

| Archery • PHB
You gain a +2 bonus to attack rolls you make with ranged weapons.

* 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

| Swarmkeeper

* Gathered Swarm • TCoE 60
Once on each of your turns, you can cause the swarm to assist you in one of the following ways, immediately after you hit a creature with an attack:
- The attack's target takes 1d6 piercing damage from the swarm.
- The attack's target must succeed on a STR saving throw (DC:14) or be moved by the swarm up to 15 ft. horizontally in a direction of your choice. [11th] also knocks the creature prone.
- You are moved by the swarm 5 ft. horizontally in a direction of your choice. [11th] also gives you half cover until the start of your next turn.

| Special

* Swarmkeeper Magic • TCoE 60
You also learn an additional spell of 1st level or higher when you reach certain levels in this class, as shown in the Swarmkeeper Spells table.

* 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.

* Writhing Tide • TCoE 60
As a bonus action, you gain a flying speed of 10 ft. and can hover. This effect lasts for 1 minute or until you are incapacitated.
You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

| 3 / Long Rest • 1 Bonus Action

* 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.

=== AERENI WOOD ELF RACIAL TRAITS ===

* Darkvision • BR 23
You can see in darkness (shades of gray) up to 60 ft.

* Keen Senses • BR 23
You have proficiency in the Perception skill.

* Fey Ancestry • BR 23
You have advantage on saves against being charmed,

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	5
PP	4

WEIGHT CARRIED	92.18 lb.
ENCUMBERED	150 lb.
PUSH/DRAG/LIFT	300 lb.

NAME	QTY	WEIGHT
Shield, +1	1	6 lb.
Studded Leather	1	13 lb.
Longbow, +1	1	2 lb.
Scimitar, +1	1	3 lb.
Shortsword, +1	1	2 lb.
Boots of Elvenkind	1	--
Arrows	20	1 lb.
Backpack	1	5 lb.
Bedroll	1	7 lb.
Clothes, Traveler's	1	4 lb.
Fishing Tackle	1	4 lb.
Flask or Tankard	1	1 lb.
Mess Kit	1	1 lb.
Quiver	1	1 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.
Painter's Supplies	1	5 lb.
Sprig of Mistletoe	1	--

ATTUNED MAGIC ITEMS	QTY	WEIGHT

EQUIPMENT

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Gwendoline Bikker

CHARACTER NAME

Ranger 8 [Swarmkeeper]

CLASS & LEVEL

PLAYER NAME

Aereni Wood Elf

RACE

Folk Hero

BACKGROUND

EXPERIENCE POINTS

and magic can't put you to sleep.

* Trance • BR 23
You don't need to sleep, but meditate semiconsciously for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

* Ability Score Increase • WGtE

* Aereni Elf • WGtE
You choose one skill or tool proficiency. Your proficiency bonus is doubled for any ability check you make with that proficiency.

* Fleet of Foot • WGtE

* Mask of the Wild • WGtE

=== FEATS ===

* Sharpshooter • PHB 170
Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls and your ranged weapon attacks ignore half cover and three-quarters cover. Before you make an attack with a ranged weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll to add +10 to the attack's damage.

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

ADDITIONAL EQUIPMENT

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D&D BEYOND

Gwendoline Bikker

CHARACTER NAME

Female	220	Medium	5' 4"	110
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Good	Silvanus	Tan	Brown	Black
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

If someone is in trouble, I'm always ready to lend help.
I have a strong sense of fair play and always try to find the most

PERSONALITY TRAITS

Respect. People deserve to be treated with dignity and respect. (Good)

IDEALS

I protect those who cannot protect themselves.

BONDS

The tyrant who rules my land will stop at nothing to see me killed.

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
	=== CANTRIPS ===	(At Will)							
P	Mage Hand	Swarmkeeper Magic (Always Prepared)	--	1A	30 ft.	V,S	1 minute	PHB 256	D: 1m, V/S
	=== 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
P	Faerie Fire <C>	Swarmkeeper Magic (Always Prepared)	DEX 14	1A	60 ft./20 ft. Cube	V	Concentration, up to 1 minute	PHB 239	D: 1m, 20 ft. Cube, V
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
P	Web <C>	Swarmkeeper Magic (Always Prepared)	DEX 14	1A	60 ft./20 ft. Cube	V,S,M	Concentration, up to 1 hour	PHB 287	D: 1h, 20 ft. Cube, 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

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