D&D BEYOND

Draven Darkquill

CHARACTER NAME

Ranger 12
CLASS & LEVEL

PLAYER NAME

Aarakocra
RACE

Haunted One
BACKGROUND

EXPERIENCE POINTS

STRENGTH	-1 (9)
DEXTERITY	+5 (20)
CONSTITUTION	+1 (12)
INTELLIGENCE	+1 (13)
WISDOM	+3 (16)
CHARISMA	-1 (8)

⊙	+4	Strength
⊙	+10	Dexterity
○	+2	Constitution
○	+2	Intelligence
⊙	+8	Wisdom
○	+0	Charisma

Saving Throw Modifiers

+1 Bonus on saves Advantage Against plants that are magically created or manipulated

SAVING THROWS

○	+5	Acrobatics	DEX
○	+3	Animal Handling	WIS
Ⓟ	+5	Arcana	INT
○	-1	Athletics	STR
○	-1	Deception	CHA
○	+1	History	INT
Ⓟ	+7	Insight	WIS
○	-1	Intimidation	CHA
○	+1	Investigation	INT
○	+3	Medicine	WIS
○	+1	Nature	INT
Ⓟ	+7	Perception	WIS
○	-1	Performance	CHA
○	-1	Persuasion	CHA
○	+1	Religion	INT
○	+5	Sleight of Hand	DEX
Ⓟ	+9	Stealth	DEX
Ⓟ	+7	Survival	WIS
○	___	_____	
○	___	_____	
○	___	_____	

SKILLS

+8
INITIATIVE

ARMOR
19
CLASS

DEFENSES

INSPIRATION

+4
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking), 30 ft. (Flying)
SPEED

Max HP	Current HP	Temp HP
88		--

HIT POINTS

Total 12d10
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

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

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

=== LANGUAGES ===
Common, Elvish, Infernal, Primordial, Sylvan, Undercommon

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

=== SPECIAL ===
Dread Ambusher
You add your WIS modifier (+3) 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 on that turn, you can make one additional weapon attack as part of that action, dealing an extra 1d8 damage of the weapon's damage type on a hit.

ACTIONS

17	PASSIVE WISDOM (PERCEPTION)
17	PASSIVE WISDOM (INSIGHT)
11	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+9	1d4+5 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Longbow, +2	+13	1d8+7 Piercing	Martial, Ammunition, Heavy, Range, Two-Handed, Range (150/600)
Silvered Shortsword	+9	1d6+5 Piercing	Martial, Silvered, Finesse, Light
Unarmed Strike	+3	0 Bludgeoning	
Talons	+3	1d6-1 Slashing	

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

Draven Darkquill

CHARACTER NAME

Ranger 12		
CLASS & LEVEL		PLAYER NAME
Aarakocra	Haunted One	
RACE	BACKGROUND	EXPERIENCE POINTS

=== RANGER FEATURES ===

* Hit Points • PHB 90

* Proficiencies • PHB 90

* Favored Enemy • PHB 91
You have advantage on Survival checks to track your favored enemies, as well as on INT checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

| Fiends • PHB
Fiends are creatures of wickedness that are native to the Lower Planes. A few are the servants of deities, but many more labor under the leadership of archdevils and demon princes.

| Undead • PHB
Undead are once-living creatures brought to a horrifying state of undeath through the practice of necromantic magic or some unholy curse.

* Natural Explorer • PHB 91
You have a favored terrain type. Your proficiency bonus is doubled for proficient skills when you make an INT or WIS check related to it. While traveling for an hour or more in your chosen terrain, difficult terrain doesn't slow your group's travel, your group can't become lost except by magical means, you remain alert to danger even when you are engaged in another activity, you can move stealthily at a normal pace (while alone), you find twice as much food while foraging, and while tracking creatures, you learn the exact number, sizes, and how long ago they passed through the area.

| Forest • PHB
You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions.

| Mountain • PHB
You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions.

| Underdark • PHB
You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions.

* 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 • PHB 91
You can cast known ranger spells using WIS as your spellcasting modifier (Spell DC 15, Spell Attack +7).

* Ranger Archetype • PHB 92

| Gloom Stalker

* Primeval Awareness • PHB 92
As an action, you can expend one ranger spell slot (1 minute per level of spell slot) to sense whether any aberrations, celestials, dragons, elementals, fey, fiends, or undead are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain). This feature doesn't reveal the creatures' location or number.

| 1 Action

* 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 (+3) 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 on that turn, you can make one additional weapon attack as part of that action, dealing an extra 1d8 damage of the weapon's damage type on a 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.

* 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.

* Hide in Plain Sight • PHB 92

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	48
PP	30

WEIGHT CARRIED	157.06 lb.
ENCUMBERED	135 lb.
PUSH/DRAG/LIFT	270 lb.

NAME	QTY	WEIGHT
Bag of Holding	1	15 lb.
Boots of Striding and Springing	1	--
Cloak of Protection	1	--
Rope of Climbing	1	3 lb.
Studded Leather, +1	1	13 lb.
Longbow, +2	1	2 lb.
Quiver of Ehlonna	1	2 lb.
Dagger	1	1 lb.
Silvered Shortsword	1	2 lb.
Arrows	60	3 lb.
Backpack	1	5 lb.
Chest	1	25 lb.
Clothes, Common	1	3 lb.
Component Pouch	1	2 lb.
Lantern, Hooded	1	2 lb.

NAME	QTY	WEIGHT
Potion of Healing	2	1 lb.
Quiver	1	1 lb.
Torch	10	10 lb.
Bedroll	1	7 lb.
Mess Kit	1	1 lb.
Rations (1 day)	10	20 lb.
Rope, Hempen (50 feet)	1	10 lb.
Tinderbox	1	1 lb.
Waterskin	1	5 lb.
Crowbar	1	5 lb.
Hammer	1	3 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Boots of Striding and Springing	1	--
Cloak of Protection	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.

Draven Darkquill	Ranger 12	
CHARACTER NAME	CLASS & LEVEL	PLAYER NAME
	Aarakocra / Haunted One	
	RACE / BACKGROUND	EXPERIENCE POINTS

You can spend 1 minute creating camouflage for yourself from naturally occurring materials. Once you are camouflaged, you can try to hide by pressing yourself up against a solid surface to gain a +10 bonus to Stealth checks as long as you remain there without moving or taking actions.

| 1 Minute

* 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.

=== AARAKOCRA RACIAL TRAITS ===

* Ability Score Increases ? MotM 5
When determining your character ' s ability scores, increase one score by 2 and increase a different score by 1, or increase three different scores by 1.

| Increase two scores (+2 / +1) ?
Increase one of these scores by 2 and a different score by 1.

* Languages ? MotM 5
Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character.

* Creature Type ? MotM 6
You are a Humanoid.

* Size ? MotM 6
Your size is Medium.

* Speed ? MotM 6
Your walking speed is 30 ft.

* Flight ? MotM 6
You have a flying speed equal to your walking speed. You can't use this flying speed if you're wearing medium or heavy armor.

* Talons ? MotM 6
You have talons that you can use to make unarmed strikes. When you hit with them, you deal 1d6-1 slashing damage.

| 1 Action

* Wind Caller ? MotM 6
Once per long rest, you can cast gust of wind without requiring a material component. You can also cast this spell normally using any spell slots of 2nd level or higher.

Your spellcasting modifier is either Intelligence, Wisdom, or Charisma (choose when you select this race).

=== 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
Holy Water (flask)	2	2 lb.			
Manacles	1	6 lb.			
Mirror, Steel	1	0.5 lb.			
Oil (flask)	5	5 lb.			
Stake (Wooden)	9	--			
Holy Symbol	1	--			

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.

Draven Darkquill

CHARACTER NAME

Female	20	Medium	5' 9"	125
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Good	Pantheist or Ani	Soft, dusky grey	A striking yellow	Dark feathers
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I don’t run from evil. Evil runs from me.
I don’t talk about the thing that torments me. I’d rather not burden

PERSONALITY TRAITS

I’m a monster that destroys other monsters, and anything else that gets in my way. (Evil)

IDEALS

I have a child to protect. I must make the world a safer place for him (or her).

BONDS

I have an addiction.

FLAWS

In the heart of the ancient, whispering forests, where the boundary between the realms of the living and the dead thins, Draven Darkquill was born under the shadowed canopy. Her early years were marked by the typical Aarakocra pursuits of flight and community, but even as a fledgling, Draven felt a deeper call. The forest was alive with hidden magic and ancient secrets, and she was drawn to its mysteries as much as she was to the sky.

Draven's life took a fateful turn when her clan stumbled upon a hidden crypt, pulsing with dark energy. Unwittingly, they unleashed a curse that ravaged their numbers, leaving Draven one of the few survivors. The curse did not leave her unmarked; it imbued her with a connection to the darker aspects of the world, a haunting presence she felt in her very bones. Driven by guilt and a newfound purpose, Draven vowed to protect the remaining members of her clan from the evils that lurked in the shadows.

Her quest for redemption led Draven to the path of the Gloom Stalker. She trained under the tutelage of a mysterious ranger known only as the Nightwalker, who taught her to harness the darkness within her, to become a predator of the creatures that preyed on the innocent. Draven learned to move unseen, her steps silent as the night, her strikes as lethal as the talon of a hawk. Her mastery of Arcana grew, guided by the Nightwalker's teachings and the haunting whispers of the curse that lingered in her soul.

But Draven's journey was not just one of vengeance and combat; it was also a quest for knowledge and understanding. She delved into the mysteries of the ancient magics that pervaded her forest home, learning the languages of Sylvan and Undercommon to communicate with the myriad creatures and spirits that dwelled within and beneath the earth. Her favored terrain, the forest, became her sanctuary and her hunting ground, where she honed her skills in Survival, Stealth, Perception, and Insight, becoming a guardian of the balance between life and death.

Amidst her trials and battles, Draven encountered a child, orphaned and alone, in a desolate part of the forest. Seeing in the child a reflection of her own loss and determination, Draven took them under her wing. This bond gave her a new purpose: to make the world a safer place, not just for her clan and the forest, but for the child who had become her family. Draven's resolve hardened; she would not let the darkness that had touched her life consume the future of another.

Yet, the curse that had given Draven her strength also wrought its toll. She found herself grappling with an addiction, a craving for the dark energy that had once corrupted her clan. It was a constant battle, one that threatened to overwhelm her resolve and consume her soul. But in the child's eyes, Draven found the strength to fight, to push back against the darkness that sought to claim her.

Draven's battles against the undead, her chosen enemies, became legend. She studied them, learned their weaknesses, and used her knowledge of Arcana to thwart their attempts to spread death and decay. Her proficiency in Sylvan allowed her to call upon the ancient spirits of the forest for aid, while her understanding of Undercommon helped her navigate the treacherous politics of the creatures that dwelled in the dark below.

But it was not just the undead that Draven fought. She became a monster that destroyed other monsters, anything that threatened the balance of her world. Her alignment, Neutral Good, guided her actions; though she walked in darkness, her heart remained true, committed to the protection of the innocent and the preservation of life.

Draven's story is one of contrast: a creature of the air, bound to the earth; a guardian of life, touched by death; a beacon of hope, shadowed by addiction. Her journey is a testament to the resilience of the spirit, the power of redemption, and the unyielding determination to make the world a better place, not just for her adopted child but for all who dwell in the shadow of evil.

As Draven Darkquill continues her vigil, her legend grows. She is a ghost in the night, a whisper in the shadows, a protector in the darkness. Her tale is one of sacrifice and struggle, of the power of love and the strength of will. In the heart of the forest, under the cloak of night, she stands as a bulwark against the darkness, a Gloom Stalker who brings light to the darkest corners of the world.

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	15	+7
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	Cure Wounds	Ranger	--	1A	Touch	V,S	Instantaneous	PHB 230	V/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	Fog Cloud <C>	Ranger	--	1A	120 ft./20 ft. Sphere	V,S	Concentration, up to 1 hour	PHB 243	D: 1h, 20 ft. Sphere, V/S
O	Disguise Self	Gloom Stalker Magic	--	1A	Self	V,S	1 hour	PHB 233	D: 1h, 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	Rope Trick	Gloom Stalker Magic	--	1A	Touch	V,S,M	1 hour	PHB 272	D: 1h, V/S/M
	=== 3rd LEVEL ===	3 Slots OOO							
O	Conjure Animals <C>	Ranger	--	1A	60 ft.	V,S	Concentration, up to 1 hour	PHB 127	Creatures: (See Description)*, D: 1h, V/S
O	Lightning Arrow <C>	Ranger	DEX 15	1BA	Self	V,S	Concentration, up to 1 minute	PHB 255	D: 1m, V/S
O	Fear <C>	Gloom Stalker Magic	WIS 15	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

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.