D&D BEYOND

Ilyana Brightleaf

CHARACTER NAME

Ranger 14
CLASS & LEVEL

PLAYER NAME

Aasimar
RACE

Outlander
BACKGROUND

EXPERIENCE POINTS

STRENGTH	-1 (8)
DEXTERITY	+5 (20)
CONSTITUTION	+4 (19)
INTELLIGENCE	+0 (10)
WISDOM	+3 (16)
CHARISMA	+0 (10)

⊙	+5	Strength
⊙	+11	Dexterity
○	+5	Constitution
○	+1	Intelligence
○	+4	Wisdom
○	+1	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
○	+0	Arcana	INT
Ⓟ	+4	Athletics	STR
○	+0	Deception	CHA
○	+0	History	INT
○	+3	Insight	WIS
○	+0	Intimidation	CHA
○	+0	Investigation	INT
○	+3	Medicine	WIS
Ⓟ	+5	Nature	INT
Ⓟ	+8	Perception	WIS
○	+0	Performance	CHA
○	+0	Persuasion	CHA
○	+0	Religion	INT
○	+5	Sleight of Hand	DEX
Ⓟ	+10	Stealth	DEX
Ⓟ	+8	Survival	WIS
○			
○			
○			

SKILLS

+5
INITIATIVE

ARMOR
17
CLASS

Resistances - Necrotic, Radiant
DEFENSES

INSPIRATION

+5
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)
SPEED

Max HP	Current HP	Temp HP
144		--

HIT POINTS

Total 14d10
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

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

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

=== TOOLS ===
Lyre

=== LANGUAGES ===
Celestial, Common, Deep Speech, 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

Detect Portal • 1 / Short Rest
Once per short rest, as an action, you detect the distance and direction to the closest planar portal within 1 mile of you.

Healing Hands • 1 / Long Rest
As an action, you can touch a creature and heal it for 5d4 hit points.

=== BONUS ACTIONS ===
Celestial Revelation • 1 / Long Rest
Once per long rest, you can use a bonus action to transform using your revelation which lasts for one minute or until you end it as a bonus action.

Celestial Revelation (Radiant Soul)
While transformed, you have a flying speed equal to your walking speed. In addition, once on each of your turns, you can deal an extra 5 radiant damage to one target when you deal damage to it with an attack or spell.

Ethereal Step • 1 / Short Rest
Once per short rest, as a bonus action, you can cast the etherealness spell, without

ACTIONS

18	PASSIVE WISDOM (PERCEPTION)
13	PASSIVE WISDOM (INSIGHT)
10	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Longbow, +1	+11	1d8+6 Piercing	Martial, Ammunition, Heavy, Range, Two-Handed, Range (150/600)
Scimitar, +1	+11	1d6+6 Slashing	Martial, Finesse, Light
Scimitar, +1	+11	1d6+6 Slashing	Martial, Finesse, Light
Unarmed Strike	+4	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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D&D BEYOND

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CHARACTER NAME	CLASS & LEVEL	PLAYER NAME
	Aasimar	Outlander
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=== 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.

| Aberrations • PHB
Aberrations are utterly alien beings. Many of them have innate magical abilities drawn from the creature's alien mind rather than the mystical forces of the world.

| Dragons • PHB
Dragons are large reptilian creatures of ancient origin and tremendous power. True dragons are highly intelligent and have innate magic.

| Fey • PHB
Fey are magical creatures closely tied to the forces of nature. They dwell in twilight groves and misty forests.

* 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.

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

| 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.

* 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 • PHB 91
You can cast known ranger spells using WIS as your spellcasting modifier (Spell DC 16, Spell Attack +8).

* Ranger Archetype • PHB 92

| Horizon Walker

* 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

* Horizon Walker 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.

* Detect Portal • XGtE 42
Once per short rest, as an action, you detect the distance and direction to the closest planar portal within 1 mile of you.

| 1 / Short Rest • 1 Action

* Planar Warrior • XGtE 42
As a bonus action, choose one creature you can see within 30 ft. of you. The next time you hit that creature on this turn with a weapon attack, all damage dealt by the attack becomes force damage, and the creature takes an extra 2d8 force damage from the attack.

| 1 Bonus Action

* Ability Score Improvement • PHB 92

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

* Ethereal Step • XGtE 43
Once per short rest, as a bonus action, you can cast the etherealness spell, without expending a spell slot, but the spell ends at the end of the current turn.

| 1 / Short 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

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	25
PP	40
WEIGHT CARRIED	98.3 lb.
ENCUMBERED	120 lb.
PUSH/DRAG/LIFT	240 lb.

NAME	QTY	WEIGHT
Amulet of Health	1	--
Boots of Speed	1	--
Cloak of Protection	1	--
Rope of Climbing	1	3 lb.
Potion of Healing (Greater)	4	2 lb.
Longbow, +1	1	2 lb.
Scimitar, +1	1	3 lb.
Scimitar, +1	1	3 lb.
Breastplate	1	20 lb.
Arrows	20	1 lb.
Backpack	1	5 lb.
Clothes, Traveler's	1	4 lb.
Manacles	1	6 lb.
Quiver	1	1 lb.
Lyre	1	2 lb.

NAME	QTY	WEIGHT
Amulet	1	1 lb.
Bedroll	1	7 lb.
Mess Kit	1	1 lb.
Rations (1 day)	10	20 lb.
Tinderbox	1	1 lb.
Torch	10	10 lb.
Waterskin	1	5 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Amulet of Health	1	--
Boots of Speed	1	--
Cloak of Protection	1	--

EQUIPMENT

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Aasimar

RACE

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BACKGROUND

EXPERIENCE POINTS

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
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

* Distant Strike • XGtE 43
When you take the Attack action, you can teleport up to 10 ft. before each attack to an unoccupied space you can see. If you attack at least two different creatures with the action, you can make one additional attack with it against a third creature.

| Special

* 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

=== AASIMAR 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 7
You are a Humanoid.

* Size • MotM 7
You are Medium or Small. You choose the size when you select this race.

* Speed • MotM 7
Your walking speed is 30 ft.

* Celestial Resistance • MotM 7
You have resistance to necrotic damage and radiant damage.

* Darkvision • MotM 7
You can see in dim light within 60 ft. of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

* Healing Hands • MotM 7
As an action, you can touch a creature and heal it for 5d4 hit points.

| 1 / Long Rest • 1 Action

* Light Bearer • MotM 7
You learn the light cantrip. Charisma is your spellcasting ability for it.

* Celestial Revelation • MotM 7
You choose between one of three revelation options: Necrotic Shroud, Radiant Consumption, or Radiant Soul.

Once per long rest, you can use a bonus action to transform using your revelation which lasts for one minute or until you end it as a bonus action.

| Radiant Soul •
While transformed:
- You have a flying speed equal to your walking speed.
- Once on each of your turns, you can deal an extra 5 radiant damage to one target when you deal damage to it with an attack or spell.

| Celestial Revelation (Radiant Soul): 1 Bonus Action

| 1 / Long Rest • 1 Bonus Action

=== 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.

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

ADDITIONAL EQUIPMENT

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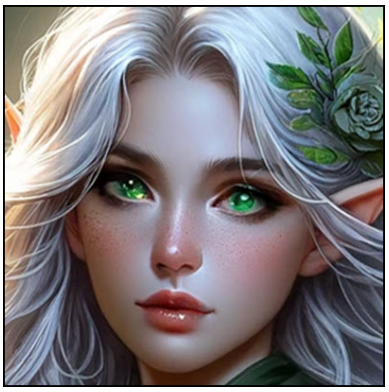
Ilyana Brightleaf

CHARACTER NAME

Female	27	Medium	5' 11"	170
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Good	Melora	Pale	Deep green with	Silver-white
ALIGNMENT	FAITH	SKIN	EYES	HAIR



CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I have a lesson for every situation, drawn from observing nature.
I feel far more comfortable around animals than people.

PERSONALITY TRAITS

Glory. I must earn glory in battle, for myself and my clan. (Any)

IDEALS

My family, clan, or tribe is the most important thing in my life, even when they are far from me.

BONDS

Violence is my answer to almost any challenge.

FLAWS

In the heart of the Verdant Woods, where the canopy danced with the hues of the rainbow and the air was thick with the scent of blossoms, the Aasimar child named Ilyana Brightleaf was born. Her parents, members of the elusive Brightleaf clan, were known for their unwavering devotion to Melora, the Wildmother. The clan lived in harmony with nature, their lives intertwined with the ebb and flow of the seasons.

Ilyana's early years were filled with wonder and joy. She frolicked in the meadows, conversed with the animals, and listened intently to the songs of the forest. Her silver-white hair and iridescent skin were a constant reminder of her celestial heritage, and her deep green eyes, flecked with gold, mirrored the vibrant life of the woods.

As she grew, Ilyana's connection to nature deepened. She learned the language of the leaves, the whispers of the wind, and the secrets of the soil. Her parents, seeing her innate affinity for the wilderness, began to teach her the ways of the ranger. Ilyana excelled in her training, her natural agility and keen senses making her a formidable tracker and hunter.

But the tranquility of Ilyana's life was shattered when a band of marauding orcs, led by the ruthless chieftain Gruumshar, attacked the Brightleaf clan. The orcs, driven by their insatiable lust for power and destruction, razed the village to the ground. Ilyana's parents fought valiantly, but they were overwhelmed by the sheer number of their foes. In a heart-wrenching moment, Ilyana watched as her parents were cut down before her eyes.

The trauma of that fateful night left an indelible mark on Ilyana's soul. She was rescued by a group of druids who tended to her wounds and offered her solace in their grove. As she healed, a fierce determination took root in her heart. She vowed to avenge her parents and protect the natural world from those who would seek to defile it.

Ilyana's quest for justice and her desire to honor her parents' legacy led her to embrace the path of the Horizon Walker. She trained under the tutelage of an experienced ranger, learning to harness the energies of different planes and to detect and close portals that threatened the balance of the world. Her training also included mastering the art of two-weapon fighting and honing her skills with the longbow.

The day came when Ilyana felt ready to embark on her journey. She donned her scale mail, the scales glinting like the leaves of the forest in the sunlight. She strapped her shortswords to her sides and slung her quiver and longbow over her shoulder. With her lyre in hand, a symbol of the harmony she sought to restore, she set out from the druid's grove.

Ilyana's travels took her through verdant forests and across sprawling plains. She encountered various creatures, some friendly and others hostile. Her skills as a ranger were put to the test, and with each challenge, she grew stronger and more adept.

However, her nemesis, Gruumshar, remained a constant shadow over her journey. The orc chieftain had continued his reign of terror, pillaging and destroying everything in his path. Ilyana's resolve to stop him only deepened with each passing day. She knew that a confrontation with Gruumshar was inevitable, and she prepared herself for the day she would face him.

Along the way, Ilyana formed alliances with other adventurers who shared her values and goals. Together, they tackled threats that were too great for any one of them to handle alone. Ilyana's leadership and tactical acumen shone in these moments, earning her the respect and admiration of her companions.

As Ilyana's reputation grew, so did the attention of celestial beings who watched over her. They offered guidance and support, strengthening her resolve and bolstering her abilities. Ilyana felt a deep connection to these celestial patrons, a reminder of her divine heritage and the greater purpose she served.

The day finally came when Ilyana and her allies tracked down Gruumshar and his horde. The battle that ensued was fierce and brutal. Ilyana fought with a ferocity born of grief and a desire for justice. Her blades danced like leaves in a storm, and her arrows flew true, each one imbued with the wrath of the wild.

In the end, Ilyana stood victorious, Gruumshar's lifeless body at her feet. The cost of the battle was high, but the victory brought a sense of closure to Ilyana. She knew, however, that her journey was far from over. There were still many threats to the natural world, and she was determined to face them head-on.

With a heart full of resolve and a spirit as indomitable as the forest, Ilyana Brightleaf continued her adventures, a guardian of the wild, a beacon of hope, and a fierce protector of all that was good and pure in the world.

CHARACTER BACKSTORY

ADDITIONAL NOTES

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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
	=== CANTRIPS ===	(At Will)							
P	Light	Light Bearer (Always Prepared)	DEX 13	1A	Touch/20 ft. Sphere	V,M	1 hour	PHB 255	D: 1h, 20 ft. Sphere, V/M
	=== 1st LEVEL ===	4 Slots OOOO							
O	Goodberry	Ranger	--	1A	Touch	V,S,M	Instantaneous	PHB 246	V/S/M
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>	Horizon Walker Magic	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	PHB 270	D: 10m, V/S/M
	=== 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	Healing Spirit <C>	Ranger	--	1BA	60 ft./5 ft. Cube	V,S	Concentration, up to 1 minute	XGtE 157	D: 1m, 5 ft. Cube, V/S
O	Misty Step	Horizon Walker Magic	--	1BA	Self	V	Instantaneous	PHB 260	V
	=== 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 16	1BA	Self	V,S	Concentration, up to 1 minute	PHB 255	D: 1m, V/S
O	Haste <C>	Horizon Walker Magic	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 250	D: 1m, V/S/M
	=== 4th LEVEL ===	1 Slots O							
O	Guardian of Nature <C>	Ranger	--	1BA	Self	V	Concentration, up to 1 minute	XGtE 157	D: 1m, V
O	Banishment <C>	Horizon Walker Magic	CHA 16	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 217	D: 1m, V/S/M
	=== 7th LEVEL ===								
O	Etherealness	Ethereal Step	--	1BA	Self	V,S	8 hours	PHB 238	1/SR, D: 8h, V/S

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