D&D BEYOND

Gloriana Brandybuck

CHARACTER NAME

Ranger 11 [Hunter (Giant Killer)]
CLASS & LEVEL

PLAYER NAME

Lotusden Halfling
RACE

Urban Bounty Hunter
BACKGROUND

EXPERIENCE POINTS

STRENGTH	+0	10
DEXTERITY	+4	18
CONSTITUTION	+2	14
INTELLIGENCE	+1	12
WISDOM	+2	14
CHARISMA	+0	10

⊙	+4	Strength
⊙	+8	Dexterity
○	+2	Constitution
○	+1	Intelligence
○	+2	Wisdom
○	+0	Charisma

Saving Throw Modifiers

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

SAVING THROWS

○	+4	Acrobatics	DEX
○	+2	Animal Handling	WIS
○	+1	Arcana	INT
○	+0	Athletics	STR
○	+0	Deception	CHA
○	+1	History	INT
Ⓟ	+6	Insight	WIS
○	+0	Intimidation	CHA
Ⓟ	+5	Investigation	INT
○	+2	Medicine	WIS
○	+1	Nature	INT
Ⓔ	+10	Perception	WIS
○	+0	Performance	CHA
○	+0	Persuasion	CHA
○	+1	Religion	INT
○	+4	Sleight of Hand	DEX
Ⓟ	+8	Stealth	DEX
Ⓟ	+6	Survival	WIS
○	___	_____	
○	___	_____	
○	___	_____	

SKILLS

+4
INITIATIVE

ARMOR
20
CLASS

DEFENSES

INSPIRATION

+4
PROFICIENCY BONUS

ABILITY SAVE DC

25 ft. (Walking), 50 ft. (Flying)
SPEED

Max HP	Current HP	Temp HP
92		--

HIT POINTS

Total 11d10
HIT DICE

SUCCESSES ○-○-○
FAILURES ○-○-○
DEATH SAVES

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

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

=== TOOLS ===
Flute, Thieves' Tools

=== LANGUAGES ===
Common, Giant, Halfling, 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 ===
Crossbow Expert Attack
When you use the Attack action and attack with a one-handed weapon, you can use a bonus action to attack with a hand crossbow you are holding.

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.

=== REACTIONS ===
Giant Killer
When a Large or larger creature you can see within 5 ft. of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack.

=== SPECIAL ===
Favored Foe • 4 / 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

ACTIONS

20	PASSIVE WISDOM (PERCEPTION)
16	PASSIVE WISDOM (INSIGHT)
15	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Hand, +2	+12	1d6+6 Piercing	Martial, Ammunition, Range, Light, Loading, Range (30/120)
Crossbow, Light, +1	+11	1d8+5 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Scimitar, +2	+10	1d6+6 Slashing	Martial, Finesse, Light
Shortsword, +2	+10	1d6+6 Piercing	Martial, Finesse, Light
Unarmed Strike	+4	1 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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D&D BEYOND

Gloriana Brandybuck	Ranger 11 [Hunter (Giant Killer)]
CHARACTER NAME	CLASS & LEVEL / PLAYER NAME
	Lotusden Halfling / Urban Bounty Hunter
	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.

* 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.

| 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

| Hunter

* Hunter's Prey • PHB 93
You gain an additional attack feature.

| Giant Killer • PHB
When a Large or larger creature you can see within 5 ft. of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack.

| 1 Reaction

* 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.

* Defensive Tactics • PHB 93
You gain an additional defensive feature.

| Multiattack Defense • PHB
When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

* 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.

* 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

* Multiattack • PHB 93

| Volley • PHB

=== LOTUSDEN HALFLING RACIAL TRAITS ===

* Lucky • BR 28
When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

* Brave • BR 28
You have advantage on saving throws against being frightened.

* Halfling Nimbleness • BR 28
You can move through the space of any creature that is of a size larger than yours.

* Child of the Wood • EGtW 164
You know the druidcraft cantrip. [3rd] You can cast the entangle spell once with this trait once a long rest. [5th] You can cast the spike growth spell once with this trait once a long rest. Casting these spells with this trait

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	5
PP	2

WEIGHT CARRIED	93.64 lb.
ENCUMBERED	150 lb.
PUSH/DRAG/LIFT	300 lb.

NAME	QTY	WEIGHT
Glamoured Studded Leather	1	13 lb.
Shield, +1	1	6 lb.
Crossbow, Light, +1	1	5 lb.
Crossbow, Hand, +2	1	3 lb.
Scimitar, +2	1	3 lb.
Shortsword, +2	1	2 lb.
Broom of Flying	1	3 lb.
Decanter of Endless Water	1	2 lb.
Goggles of Night	1	--
Potion of Healing (Greater)	2	1 lb.
Heward's Handy Haversack	1	5 lb.
Crossbow Bolts	60	4.5 lb.
Case, Crossbow Bolt	1	1 lb.
Clothes, Traveler's	1	4 lb.
Flask or Tankard	1	1 lb.

NAME	QTY	WEIGHT
Mess Kit	1	1 lb.
Rations (1 day)	10	20 lb.
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.
Thieves' Tools	1	1 lb.
Flute	1	1 lb.
Sprig of Mistletoe	1	--

ATTUNED MAGIC ITEMS	QTY	WEIGHT

EQUIPMENT

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CHARACTER NAME

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CLASS & LEVEL

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Lotusden Halfling

RACE

Urban Bounty Hunter

BACKGROUND

EXPERIENCE POINTS

doesn't require material components. WIS is your spellcasting ability for these spells.

* Timberwalk • EGtW 164
Ability checks made to track you have disadvantage, and you can move across difficult terrain made of nonmagical plants and undergrowth without expending extra movement.

=== FEATS ===

* Crossbow Expert • PHB 165
You ignore the loading property of crossbows with which you are proficient. Being within 5 ft. of a hostile creature doesn't impose disadvantage on your ranged attack rolls, and when you use the Attack action and with a one-handed weapon, you can use a bonus action to attack with a hand crossbow you are holding.

| Crossbow Expert Attack: 1 Bonus Action

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Diamonds (300 gp)	1	--			

ADDITIONAL EQUIPMENT

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D&D BEYOND

Gloriana Brandybuck

CHARACTER NAME

Female	33	Small	2' 11"	39
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Neutral	The Traveler	Tan	Green	Brunette
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I always have a plan for what to do when things go wrong.
I am incredibly slow to trust. Those who seem the fairest often have the

PERSONALITY TRAITS

People. I'm loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I

IDEALS

Someone I loved died because of a mistake I made. That will never happen again.

BONDS

I turn tail and run when things look bad.

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)							
O	Druidcraft	Child of the Wood	--	1A	30 ft.	V,S	Instantaneous	PHB 236	V/S
	=== 1st LEVEL ===	4 Slots OOOO							
O	Ensnaring Strike <C>	Ranger	STR 14	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	Entangle <C>	Child of the Wood	STR 14	1A	90 ft./20 ft. Square	V,S	Concentration, up to 1 minute	PHB 238	1/LR, D: 1m, 20 ft. Square, V/S
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	Spike Growth <C>	Child of the Wood	--	1A	150 ft./20 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB 277	1/LR, D: 10m, 20 ft. Sphere, 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
	=== 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
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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