D&D BEYOND

Breta Macfhi
CHARACTER NAME

Ranger 12 [Horizon Walker]
CLASS & LEVEL

PLAYER NAME

Hexblood
RACE

Folk Hero
BACKGROUND

EXPERIENCE POINTS

STRENGTH	+0 (10)
DEXTERITY	+4 (18)
CONSTITUTION	+2 (14)
INTELLIGENCE	+0 (10)
WISDOM	+3 (17)
CHARISMA	+0 (10)

⊙	+4	Strength
⊙	+8	Dexterity
○	+2	Constitution
○	+0	Intelligence
○	+3	Wisdom
○	+0	Charisma

Saving Throw Modifiers

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

SAVING THROWS

Ⓟ	+8	Acrobatics	DEX
Ⓟ	+7	Animal Handling	WIS
○	+0	Arcana	INT
○	+0	Athletics	STR
○	+0	Deception	CHA
○	+0	History	INT
Ⓟ	+7	Insight	WIS
○	+0	Intimidation	CHA
○	+0	Investigation	INT
○	+3	Medicine	WIS
Ⓟ	+4	Nature	INT
Ⓔ	+11	Perception	WIS
○	+0	Performance	CHA
○	+0	Persuasion	CHA
○	+0	Religion	INT
○	+4	Sleight of Hand	DEX
Ⓟ	+8	Stealth	DEX
Ⓟ	+7	Survival	WIS
○			
○			
○			

SKILLS

+4
INITIATIVE

ARMOR
20
CLASS

DEFENSES

INSPIRATION

+4
PROFICIENCY BONUS

ABILITY SAVE DC

35 ft. (Walking), 50 ft. (Flying), 35 ft. (Climbing), 35 ft. (Swimming)

SPEED

Max HP	Current HP	Temp HP
100		--

HIT POINTS

Total 12d10
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, Elvish, Gnomish, 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

Deft Explorer: Tireless • 4 / Long Rest
As an action, you can give yourself 1d8+3 temporary hit points (minimum of 1 temporary hit point). You regain all expended uses when you finish a long rest.

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.

=== BONUS ACTIONS ===
Eerie Token - Create
As a bonus action, you can harmlessly remove a lock of your hair, one of your nails, or one of your teeth. This token is imbued with magic until you finish a long rest.
Once you create a token using this feature, you can't do so again until you finish a long rest, at which point your missing part regrows.

Ethereal Step • 1 / Short Rest
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.

ACTIONS

21	PASSIVE WISDOM (PERCEPTION)
17	PASSIVE WISDOM (INSIGHT)
10	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Longbow, +2	+12	1d8+6 Piercing	Martial, Ammunition, Heavy, Range, Two-Handed, Range (150/600)
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

Breta Macfhi	Ranger 12 [Horizon Walker]
CHARACTER NAME	CLASS & LEVEL / PLAYER NAME
	Hexblood / 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.

| Tireless (10th Level) • TCoE 56
As an action, you can give yourself 1d8+3 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: 4 / 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 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 15, Spell Attack +7).

* 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

| Horizon Walker

* 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

* 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.

* 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 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

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	5
PP	1
WEIGHT CARRIED	98.12 lb.
ENCUMBERED	150 lb.
PUSH/DRAG/LIFT	300 lb.

NAME	QTY	WEIGHT
Glamoured Studded Leather	1	13 lb.
Shield, +1	1	6 lb.
Longbow, +2	1	2 lb.
Scimitar, +2	1	3 lb.
Shortsword, +2	1	2 lb.
Boots of Elvenkind	1	--
Broom of Flying	1	3 lb.
Decanter of Endless Water	1	2 lb.
Potion of Healing (Greater)	2	1 lb.
Heward's Handy Haversack	1	5 lb.
Quiver of Ehlonna	1	2 lb.
Arrows	60	3 lb.
Clothes, Traveler's	1	4 lb.
Fishing Tackle	1	4 lb.
Flask or Tankard	1	1 lb.

NAME	QTY	WEIGHT
Mess Kit	1	1 lb.
Painter's Supplies	1	5 lb.
Rations (1 day)	10	20 lb.
Rope, Silk (50 feet)	1	5 lb.
Soap	1	--
Sprig of Mistletoe	1	--
Tinderbox	1	1 lb.
Torch	5	5 lb.
Waterskin	1	5 lb.
Whetstone	1	1 lb.
Grappling Hook	1	4 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT

EQUIPMENT

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Breta Macfhi

CHARACTER NAME

Ranger 12 [Horizon Walker]

CLASS & LEVEL

PLAYER NAME

Hexblood

RACE

Folk Hero

BACKGROUND

EXPERIENCE POINTS

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

* 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

=== HEXBLOOD RACIAL TRAITS ===

* Ability Score Increases • VRGtR 15
When determining your ability scores, you increase one of those scores by 2 and increase a different score by 1, or you 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 • VRGtR 15
Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character.

* Size • VRGtR 18
You are Medium or Small. You choose the size when you gain this lineage.

* Speed • VRGtR 19
Your walking speed is 30 feet.

* Ancestral Legacy • VRGtR 19
If you replace a race with this lineage, you can keep the following elements of that race: any skill proficiencies you gained from it and any climbing, flying, or swimming speed you gained from it.

* Darkvision • VRGtR 19
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 discern colors in that darkness as shades of gray.

* Eerie Token • VRGtR 19
You can remove a lock of your hair, one of your nails, or one of your teeth, imbuing it with magic until you finish a long rest, allowing you to take these actions: Telepathic Message, Remote Viewing.

| Eerie Token - Create: 1 Bonus Action

| Eerie Token - Telepathic Message: 1 Action

| Eerie Token - Remote Viewing: 1 Action

* Hex Magic • VRGtR 19
You can cast the disguise self and hex spells with this trait. Once you cast either of these spells with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast these spells using any spell slots you have.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose the ability when you gain this lineage).

| Wisdom •
Wisdom is your spellcasting ability for these spells

* Creature Type • VRGtR 18
You are a Fey.

=== 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
Diamonds (300 gp)	1	--			

ADDITIONAL EQUIPMENT

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Breta Macfhi

CHARACTER NAME

Female	109	Medium	5' 11"	124
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral	Melora	Fair	Amber	Red
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I judge people by their actions, not their words.
I'm confident in my own abilities and do what I can to instill

PERSONALITY TRAITS

Sincerity. There's no good in pretending to be something I'm not. (Neutral)

IDEALS

I worked the land, I love the land, and I will protect the land.

BONDS

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

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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D&D BEYOND

Ranger	WIS	15	+7
SPELLCASTING CLASS	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	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 15	1BA	Self	V	Concentration, up to 1 minute	PHB 237	D: 1m, V
O	Hex <C>	Hex Magic	--	1BA	90 ft.	V,S,M	Concentration, up to 1 hour	PHB 251	1/LR, D: 1h, V/S/M
P	Hex <C>	Hex Magic (Always Prepared)	--	1BA	90 ft.	V,S,M	Concentration, up to 1 hour	PHB 251	D: 1h, V/S/M
O	Disguise Self	Hex Magic	--	1A	Self	V,S	1 hour	PHB 233	1/LR, D: 1h, V/S
P	Disguise Self	Hex Magic (Always Prepared)	--	1A	Self	V,S	1 hour	PHB 233	D: 1h, V/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
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
O	Misty Step	Horizon Walker Magic	--	1BA	Self	V	Instantaneous	PHB 260	V
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	Haste <C>	Horizon Walker Magic	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 250	D: 1m, 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
	=== 7th LEVEL ===								
O	Etherealness	Ethereal Step	--	1BA	Self	V,S	8 hours	PHB 238	1/SR, D: 8h, V/S

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