

DND CHARACTER

Class: Ranger (UA Revision)

Features:

Hit Points: 1d10 per ranger level

10 + your Constitution modifier

1d10 (or 6) + your Constitution modifier per ranger level after 1st

Proficiencies: Light armor, medium armor, shields

Simple weapons, martial weapons

None

Strength, Dexterity

Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

Equipment: You start with the following equipment, in addition to the equipment granted by your background:

- (a) scale mail or (b) leather armor
- (a) two shortswords or (b) two simple melee weapons
- (a) a dungeoneer's pack or (b) an explorer's pack
- A longbow and a quiver of 20 arrows

Favored Enemy: Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy commonly encountered in the wilds.

Natural Explorer: You are a master of navigating the natural world, and you react with swift and decisive action when attacked. This grants you the following benefits:

Fighting Style: At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

- Archery: You gain a +2 bonus to attack rolls you make with ranged weapons.
- Close Quarters Shooter (UA): When making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll. Your ranged attacks ignore half cover and three-

quarters cover against targets within 30 feet of you. You have a +1 bonus to attack rolls on ranged attacks.

- **Defense:** While you are wearing armor, you gain a +1 bonus to AC.
- **Dueling:** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Subclass: Swarmkeeper (UA)

Features:

Swarmkeeper Magic: Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Swarmkeeper Slayer Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Gathered Swarm: At 3rd level, you magically attract a swarm of fey spirits that look like Tiny beasts of your choice. The swarm remains in your space, crawling on you or through your clothing, or flying and skittering immediately around you within your space.

Writhing Tide: At 7th level, you can condense part of your swarm into a focused mass that lifts or sweeps you along. Whenever you activate your Gathered Swarm feature, choose one of the following additional benefits:

Scuttling Eyes: At 11th level, as an action, you can magically form one of the spirits of your swarm into the shape of a Tiny beast of your choice. The transformation lasts for 1 hour, at which point the spirit disappears. For the duration, the spirit has a speed of 40 feet, which it can use to walk, climb, fly, or swim. The spirit has your senses and telepathically relays what it sees and hears to you. During your turn, you can speak through the spirit, telepathically command it to move, and it can Hide using your bonus to Dexterity (Stealth) checks. The spirit has AC 18. If it takes damage, you must succeed on a Wisdom saving throw (DC equal to 10, or half the damage dealt, whichever is higher) or the spirit disappears. Once you use this feature, you can't use it again until you finish a short or long rest.

Storm of Minions: At 15th level, your swarm can expel a seething storm of spirits that drains life from others. As an action, you create a magical sphere filled with an enraged swarm centered on a point you can see within 120 feet of you. The sphere has a 10-foot-radius and lasts for 1 minute. The sphere is difficult terrain for creatures other than you. A creature other than you that starts its turn in the sphere's area must make a Constitution saving throw against your spell save DC. On a failed save, the creature takes 2d8 necrotic damage and is blinded until the start of its next turn. On a successful save, it takes half as much damage and isn't blinded. At the start of your turn, if any number of Small or larger creatures took necrotic

damage from the swarm, you regain 1d8 hit points. On subsequent turns, you can use a bonus action to move the sphere up to 30 feet.

Background: Cloistered Scholar

Features:

Skill Proficiencies: History, plus your choice of one from among Arcana, Nature, and Religion

Tool Proficiencies: None

Languages: Two of your choice

Equipment: The scholar's robes of your cloister, a writing kit (small pouch with a quill, ink, folded parchment, and a small penknife), a borrowed book on the subject of your current study, and a pouch containing 10 gp

Feature: Library Access: Though others must often endure extensive interviews and significant fees to gain access to even the most common archives in your library, you have free and easy access to the majority of the library, though it might also have repositories of lore that are too valuable, magical, or secret to permit anyone immediate access.

Suggested Characteristics: Use the tables for the as the basis for your traits and motivations, modifying the entries when appropriate to suit your identity.

Race: Warforged (UA)

Features:

Warforged Features:

- Your Constitution score increases by 1.
- A typical warforged is between two and thirty years old. The maximum lifespan of the warforged remains a mystery; so far, warforged have shown no signs of deterioration due to age.
- Most warforged take comfort in order and discipline, tending toward law and neutrality. But some have absorbed the morality – or lack thereof – of the beings with which they served.
- Your size is Medium. Most warforged stand between 5 and 6 1/2 feet tall. Weight and build are affected by subrace.
- Your base walking speed is 30 feet.
- You were created to have remarkable fortitude, represented by the following benefits.

- You have advantage on saving throws against being poisoned, and you have resistance to poison damage.
- You are immune to disease.
- You don't need to eat, drink, or breathe.
- You don't need to sleep and don't suffer the effects of exhaustion due to lack of rest, and magic can't put you to sleep.
 - When you take a long rest, you must spend at least six hours in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.
 - Your body has built-in defensive layers, which determine your armor class. You gain no benefit from wearing armor, but if you are using a shield, you apply its bonus as normal. You can alter your body to enter different defensive modes; each time you finish a long rest, choose one mode to adopt from the Integrated Protection table, provided you meet the mode's prerequisite.
 - You can speak, read, and write Common. As an envoy, you were designed with a certain specialized function in mind. You might be an assassin, a healer, or an entertainer, to name a few possibilities. Envoys are the rarest of the warforged subraces, and yours could be a unique design.
- Two different ability scores of your choice increase by 1.
- You gain one skill proficiency of your choice, one tool proficiency of your choice, and fluency in one language of your choice.
- Choose one tool you're proficient with. This tool is integrated into your body, and you double your proficiency bonus for any ability checks you make with it. You must have your hands free to use this integrated tool. You're an imposing war machine built for close combat and raw might. You tower over your comrades; juggernaut warforged stand between 6 and 7 feet in height and can weigh up to 450 pounds.
- Your Strength score increases by 2.
- When you make an unarmed strike, you can deal 1d4 + your Strength modifier bludgeoning damage instead of the normal damage.
- You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift. You were built to scout the edges of battle and outmaneuver your enemies. You are lean and designed for speed.
- Your Dexterity score increases by 2.
- Your walking speed is increased by 5 feet.
- When you are traveling alone for an extended period of time (one hour or more), you can move stealthily at a normal pace.

Envoy: As an envoy, you were designed with a certain specialized function in mind. You might be an assassin, a healer, or an entertainer, to name a few possibilities. Envoys are the rarest of the warforged subraces, and yours could be a unique design.

- Two different ability scores of your choice increase by 1.
- You gain one skill proficiency of your choice, one tool proficiency of your choice, and fluency in one language of your choice.
- Choose one tool you're proficient with. This tool is integrated into your body, and you double your proficiency bonus for any ability checks you make with it. You must have your hands free to use this integrated tool.

Juggernaut: You're an imposing war machine built for close combat and raw might. You tower over your

comrades; juggernaut warforged stand between 6 and 7 feet in height and can weigh up to 450 pounds.

- Your Strength score increases by 2.
- When you make an unarmed strike, you can deal $1d4 + \text{your Strength modifier}$ bludgeoning damage instead of the normal damage.
- You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Skirmisher: You were built to scout the edges of battle and outmaneuver your enemies. You are lean and designed for speed.

- Your Dexterity score increases by 2.
- Your walking speed is increased by 5 feet.
- When you are traveling alone for an extended period of time (one hour or more), you can move stealthily at a normal pace.