

W.I.L.D/S.T.R.I-K.E

CHARACTER NAME

Lantan Ranger Corps

BACKGROUND

Warforged

SPECIES

Ranger

CLASS

Gloom Stalker

SUBCLASS



AC

17

SHIELD

HIT POINTS

38

TEMP

38

CURRENT

MAX

HIT DICE

0d10

SPENT

4d10

MAX

DEATH SAVES



DUNGEONS & DRAGONS®

PROFICIENCY BONUS

+2

INTELLIGENCE

+0

11

INITIATIVE

+7

SPEED

30

SIZE

Medium

PASSIVE PERCEPTION

17

STRENGTH

+2

14

MODIFIER SCORE

● +4 Saving Throw

● +4 Athletics

DEXTERITY

+4

18

MODIFIER SCORE

● +6 Saving Throw

● +6 Acrobatics

○ +4 Sleight of Hand

● +6 Stealth

WISDOM

+3

16

MODIFIER SCORE

CONSTITUTION

+3

16

MODIFIER SCORE

○ +3 Saving Throw

CHARISMA

+0

10

MODIFIER SCORE

○ 0 Saving Throw

HEROIC INSPIRATION



EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING



Light



Medium



Heavy



Shields

WEAPONS

Simple Weapons, Martial Weapons

TOOLS

Woodcarver's Tools

WEAPONS & DAMAGE CANTRIPS

NAME	ATK BONUS/DC	DAMAGE/TYPE	NOTES
Moonbow	+9	1d8 p	+1d6 R, ranged (150/600), heavy, two-handed
Scimitar	+6	1d6 s	finesse, light
Shortsword	+6	1d6 p	finesse, light
Spear	+4	1d6 p	thrown (20/60), versatile (1d8)
Unarmed Strike	+4	3 b	

CLASS FEATURES

● Action ▲ Bonus Action ◆ Reaction ■ Limited Uses

■ Favored Enemy

Free Hunter's Mark (2 per Long Rest)

• Weapon Mastery

Longbow, Scimitar

■ Dread Ambusher

- Ambusher's Leap
- Dreadful Strike
- Initiative Bonus

• Umbral Sight

Darkvision 60 feet

SPECIES TRAITS

• Constructed Resilience

• Sentry's Rest

• Integrated Protection

+1 Bonus to Armor Class and armor cannot be removed unwillingly

• Specialized Design

Perception Proficiency

Woodcarver's Tools Proficiency

FEATS

• Archery

+2 to Ranged attacks



W.I.L.D/S.T.R.I-KE

CHARACTER NAME



W.I.L.D/S.T.R.I-KE resembles a mechanical wood elf, with a lithe, angular frame combining sleek metallic plating and intricately carved wooden components. His head is aerodynamic and elven in shape, with a glowing blue visor in place of eyes. Etched with runic patterns, his body blends technology and nature seamlessly, giving him the appearance of an otherworldly archer.

CHARACTER APPEARANCE

W.I.L.D/S.T.R.I-KE's behaviour is a testament to their design as a precision-driven construct. Instinctively drawn to the highest vantage point available, they seem incapable of remaining at ground level for long, their ever-analytical nature compelling them to seek optimal visibility. As they move, their metallic surfaces reflect and refract light faintly, blending subtly with their surroundings. This passive camouflage is enhanced by small patches of moss and lichen that cling to their wooden components, giving them an almost organic appearance.

When preparing for action, W.I.L.D/S.T.R.I-KE often calculates probabilities aloud in a flat, monotone voice, methodically outlining odds and scenarios with unsettling precision. Whether unnerving or amusing to their companions, this habit underscores their relentless focus on efficiency. Equally peculiar, they have an inexplicable tendency to announce the exact time with pinpoint accuracy, regardless of its relevance to the situation - a habit that borders on both useful and bizarre.

ADDITIONAL FEATURES & TRAITS

35

AGE

6'5"

HEIGHT

305lbs

WEIGHT

Blue Visor

EYES

Wooden Metal

SKIN

HAIR

The "Lantan Ranger Corps" is an elite division of Lantan's defence forces, specializing in reconnaissance, intelligence gathering, and precision strikes. Originally comprised of highly trained humans and gnomes, the Corps initially relied on rigorous military academies to prepare recruits for survival, stealth, and combat. However, as their organic forces proved limited in large-scale operations, the Corps gradually transitioned to using advanced constructs, a hallmark of Lantanna innovation.

Blending traditional woodcraft with cutting-edge technology, the Corps operates autonomously in hostile or uncharted territories. Their tools, often enhanced with magical and mechanical upgrades, enable them to excel in diverse environments. Renowned for their silent efficiency and precision, the Lantan Ranger Corps embodies their motto: "Silent Step, Unseen Strike."

ALLIES & ORGANIZATIONS



SYMBOL

W.I.L.D/S.T.R.I-KE is part of a construct series called Wilderness Infiltrator Unit for Lethal Deployment in Stealth & Tactical Ranged Incursion - Kinetic Model, crafted by Lantan's renowned "G.E. Petto" factory. Originally known for creating helper constructs, "G.E. Petto" shifted to combat designs as threats to Lantan increased. Modelled after the legendary wood elf ranger Laucian Ilphelkiir, one of the Seven Musketeers who aided the Storm Giants during the Ordning, the W.I.L.D/S.T.R.I-KE series was designed to combine precision, stealth, and a deep connection to the natural world.

Deployed in the "Lantan Ranger Corps", W.I.L.D/S.T.R.I-KE specialized in solo missions, excelling in reconnaissance and precision strikes against high-value targets. Their efficient, emotionless methods earned respect and unease alike among their peers. On one mission, they uncovered a lead on a dangerous enemy of the state, tracing the suspect's activities to Sigil, the City of Doors.

Now in Sigil, W.I.L.D/S.T.R.I-KE pursues their target in a city of infinite possibilities, navigating its chaos with their calculated precision. Yet, amidst the hunt, questions arise - are they merely a tool of the state, or is there more to their existence than the mission?

CHARACTER BACKGROUND

- Laucian's Warden Token:** A petrified wood token etched with vine-like patterns and framed in polished metal engraved with Lantanna runes. A faint pine scent clings to it, a connection to nature and their wood elf inspiration. This token was personally gifted to W.I.L.D/S.T.R.I-KE by the legendary Laucian Ilphelkiir himself, marking an exceptional honour bestowed upon the construct for their dedication to the ideals of balance and protection.

- Worn Ranger Corps Insignia:** A small, tarnished badge bearing the sigil of the Lantan Ranger Corps. Scratches and wear tell the story of countless missions, a symbol of duty and honor.

- Splinter of the Elderwood:** A thin, polished splinter from a legendary tree said to have once been a sanctuary for wood elf heroes. It's small enough to be carried within a hidden compartment.

TREASURE

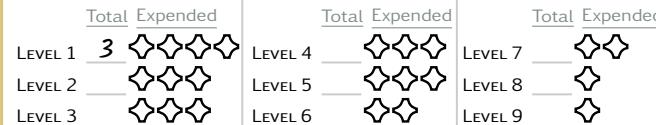
Wisdom

SPELLCASTING ABILITY

+3	SPELLCASTING MODIFIER
13	SPELL SAVE DC
+5	SPELL ATTACK BONUS

DUNGEONS & DRAGONS®

CANTRIPS & PREPARED SPELLS



CANTRIPS & PREPARED SPELLS

▲ Bonus Action ♦ Reaction

PERSONALITY TRAITS

Mission-Focused My purpose is defined by the mission at hand. I prioritize objectives above all else, disregarding personal needs, emotional entanglements, or external distractions. Success is the only acceptable outcome, and everything else is secondary.

Alignment Lawful Neutral

IDEALS

Adaptation Survival requires flexibility. Even constructs must evolve to overcome challenges.

BONDS

The State of Lantan My loyalty to Lantan defines my existence. I will ensure its survival and prosperity at all costs.

FLAWS

Emotionally Disconnect I find emotions illogical and difficult to process, which creates friction with organic beings.

LANGUAGES

*Common, Common Sign Language, Dwarvish, Gnomish,
Undercommon*

EQUIPMENT

Laucian's Warden Token (Druidic Focus),
Scroll of Scrying, Studded Leather Armor
(equipped), Scimitar, Shortsword, 20
Arrows, Quiver, Woodcarver's Tools, a set
of common clothes, backpack, bedroll, mess
kit, tinderbox, 10 torches, 10 days of rations,
waterskin, 50 feet of hempen rope

Magic Item Attunement

Glimmering Moonbow

Ring of Mind Shielding



COINS

A diagram consisting of five rectangular boxes arranged horizontally. Above each box is a label: CP, SP, EP, GP, and PP. The box for GP contains the number 17.

FEATURES, MAGIC ITEMS AND SPELLS

WARFORGED TRAITS

CONSTRUCTED RESILIENCE

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 don't need to eat, drink, or breathe.
- You are immune to disease.
- You don't need to sleep, and magic can't put you to sleep.

SENTRY'S REST

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.

INTEGRATED PROTECTION

Your body has built-in defensive layers, which can be enhanced with armor.

- You gain a +1 bonus to Armor Class.
- You can don only armor with which you have proficiency. To don armor, you must incorporate it into your body over the course of 1 hour, during which you must remain in contact with the armor. To doff armor, you must spend 1 hour removing it. You can rest while donning or doffing armor in this way.
- While you live, your armor can't be removed from your body against your will.

SPECIALIZED DESIGN

Woodcarver's Tools, Perception Proficiency

You gain one skill proficiency and one tool proficiency of your choice.

RANGER TRAITS

FAVORED ENEMY

2 Uses per Long Rest

You always have the *Hunter's Mark* spell prepared. You can cast it twice without expending a spell slot, and you regain all expended uses of this ability when you finish a Long Rest.

WEAPON MASTERY

Your training with weapons allows you to use the mastery properties of two kinds of weapons of

your choice with which you have proficiency, such as Longbows and Short swords.

Whenever you finish a Long Rest, you can change the kinds of weapons you chose. For example, you could switch to using the mastery properties of Scimitars and Longswords.

LONGBOW (SLOW)

If you hit a creature with this weapon and deal damage to it, you can reduce its Speed by 10 feet until the start of your next turn. If the creature is hit more than once by weapons that have this property, the Speed reduction doesn't exceed 10 feet.

SCIMITAR (NICK)

When you make an extra attack of the Light property, you can make it as part of the Attack action instead of as a Bonus Action. You can make this extra attack only once per turn.

FIGHTING STYLE

You gain a Fighting Style feat of your choice.

ARCHERY

You gain a +2 bonus to attack rolls you make with Ranged weapons.

GLOOM STALKER

Draw on Shadow Magic to Fight Your Foes

DREAD AMBUSHER

You have mastered the art of creating fearsome ambushes, granting you the following benefits.

Ambusher's Leap. At the start of your first turn of each combat, your Speed increases by 10 feet until the end of that turn.

Dreadful Strike. When you attack a creature and hit it with a weapon, you can deal an extra 2d6 Psychic damage. You can use this benefit only once per turn, you can use it a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

Initiative Bonus. When you roll Initiative, you can add your Wisdom modifier to the roll.

GLOOM STALKER SPELLS

When you reach a Ranger level specified in the Gloom Stalker Spells table, you thereafter always have the listed spells prepared.

ARTILLERIST SPELLS

Artificer Level	Spells
3rd	Disguise Self
5th	Rope Trick
9th	Fear
13th	Greater Invisibility
17th	Seeming

UMBRAL SIGHT

You gain Darkvision with a range of 60 feet. If you already have Darkvision when you gain this feature, its range increases by 60 feet.

You are also adept at evading creatures that rely on Darkvision. While entirely in Darkness, you have the Invisible condition to any creature that relies on Darkvision to see you in that darkness

SPELLS

LEVEL 1

ABSORB ELEMENTS

1st-Level Abjuration

Casting Time: Reaction, which you take when you take acid, cold, fire, lightning, or thunder damage

Range: Self

Components: S

Duration: 1 Round

The spell captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the spell ends.

Using a Higher-Level Spell Slot. When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 1st.

DISGUISE SELF

1st-Level Illusion

Casting Time: Action

Range: Self

Components: V, S

Duration: 1 Hour

You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing.

To discern that you are disguised, a creature must take the Study action to inspect your appearance and succeed on an Intelligence (Investigation) check against your spell save DC.

FOG CLOUD

1st-Level Conjunction

Casting Time: Action

Range: 120 Feet

Components: V, S

Duration: Concentration, Up to 1 Hour

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (such as one created by *Gust of Wind*) disperses it.

Using a Higher-Level Spell Slot. When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

HUNTER'S MARK

1st-Level Divination

Casting Time: Bonus Action

Range: 90 Feet

Components: V

Duration: Concentration, Up to 1 Hour

You magically mark one creature you can see within range as your quarry. Until the spell ends, you deal an extra 1d6 Force damage to the target whenever you hit it with an attack roll. You also have Advantage on any Wisdom (Perception or Survival) check you make to find it.

If the target drops to 0 Hit Points before this spell ends, you can take a Bonus Action to move the mark to a new creature you can see within range.

Using a Higher-Level Spell Slot. Your Concentration can last longer with a spell slot of level 3-4 (up to 8 hours) or 5+ (up to 24 hours).

LONGSTRIDER

1st-Level Transmutation

Casting Time: Action

Range: Touch

Components: V, S, M (a pinch of dirt)

Duration: 1 Hour

You touch a creature. The target's Speed increases by 10 feet until the spell ends.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

SNARE

1st-Level Abjuration

Casting Time: 1 Min

Range: Touch

Components: V, S, M (30 feet of cord or rope, which is consumed by the spell)

Duration: Until dispelled or triggered

While you cast this spell, you use the cord or rope to create a circle with a 5-foot radius on a flat surface within your reach. When you finish casting, the cord or rope disappears to become a magical trap.

The trap is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found.

The trap triggers when a Small creature or larger moves into the area protected by the spell. The triggering creature must succeed on a Dexterity saving throw or fall prone and be hoisted into the air until it hangs upside down 3 feet above the protected surface, where it is restrained.

The restrained creature can make a Dexterity saving throw with disadvantage at the end of each of its turns and ends the restrained effect on a success. Alternatively, another creature that can reach the restrained creature can use an action to make an Intelligence (Arcana) check against your spell save DC. On a success, the restrained effect also ends.

ZEPHYR STRIKE

1st-Level Transmutation

Casting Time: Bonus Action

Range: Self

Components: V

Duration: Concentration, Up to 1 Minute

You move like the wind. For the duration, your movement doesn't provoke opportunity attacks.

Once before the spell ends, you can give yourself advantage on one weapon attack roll on your turn. That attack deals an extra 1d8 force damage on a hit. Whether you hit or miss, your walking speed increases by 30 feet until the end of that turn.

MISCELLANEOUS

ATTACK AND DAMAGE ROLLS

MELEE WEAPONS

Attack Roll.

Scimitar (Finesse):

1d20 + DEX-Modifier + Proficiency Modifier

Current Max: 26

Spear (Throwable, Versatile):

1d20 + STR-Modifier + Proficiency Modifier (+ 2 Fighting Style: Archery) [if thrown]

Current Max (melee): 24

Current Max (thrown): 26

Damage Roll.

Scimitar (Finesse):

1d6 + DEX-Modifier

Current Max: 10

Spear (Throwable, Versatile):

1d6 (1d8) + STR-Modifier

Current Max (melee): 8

Current Max (thrown): 8

Current Max (two-handed): 10

RANGED WEAPONS

Attack Roll.

Longbow:

1d20 + DEX-Modifier + Proficiency Modifier + 2 (Fighting Style: Archery)

Current Max: 28

Damage Roll.

Longbow:

1d8 + DEX-Modifier

Current Max: 12

SPECIAL ATTACKS

Attack Roll.

Unarmed Strike:

1d20 + STR-Modifier + Proficiency Modifier

Current Max: 24

Damage Roll.

Unarmed Strike:

1 + STR-Modifier

Current Max: 3

MAGIC ITEMS

GLIMMERING MOONBOW

Weapon (any Bow), rare (requires attunement)



APPEARANCE

The Glimmering Moonbow is a masterpiece of arcane craftsmanship, forged from silver-black metal that gleams with an otherworldly sheen. Its slender frame is delicately engraved with the phases of the moon, each glowing faintly with an ethereal silver light, as though imbued with lunar magic. Designed to be both elegant and functional, this bow emanates an aura of mystery and power.

Light dances across its reflective surface, accentuating its celestial motifs, while its supple curves and precise construction suggest unparalleled accuracy. The Glimmering Moonbow is a weapon of legend, capable of harnessing the moon's phases to empower its wielder's arrows, making it a coveted treasure for those who seek balance between finesse and raw arcane potency.

HISTORY

The origins of the Glimmering Moonbow trace back to the Age of Arcanum, where it was crafted by a reclusive elven artisan known as Silvarion Lunathil. Renowned for blending intricate magic with masterful metallurgy, Silvarion created the bow as a tribute to Selûne, the goddess of the moon. It was said to channel lunar energy, enhancing its wielder's precision and imbuing

their arrows with magical effects tied to the phases of the moon.

The bow was lost during the Calamity, when Silvarion's workshop fell to ruin in the chaos of warring deities and mortal struggles. For centuries, it became the subject of myths, rumored to rest in a hidden vault guarded by ancient wards and lunar constructs. Adventurers searched tirelessly, but the bow eluded discovery, becoming a tale of legend passed down through generations.

It wasn't until an expedition led by the Lantan Ranger Corps - a highly skilled group of scouts - uncovered its resting place that the bow resurfaced. Buried within the remains of a crumbling, gear-filled temple deep in the Moonshae Isles, the Moonbow was carefully extracted and restored. The Corps, recognizing its historical significance and magical potency, preserved the artifact, ensuring its story and craftsmanship would endure for future generations.

The Glimmering Moonbow remains a testament to the ingenuity of past ages, now wielded sparingly by the Corps' most accomplished archers during moments of great peril.

MAGIC

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you hit with a ranged attack roll using this magic bow, the target takes an extra 1d6 radiant damage. If you load no ammunition in the weapon, it produces its own, automatically creating one piece of magic ammunition when you make a ranged attack with it. The ammunition created by the bow vanishes the instant after it hits or misses a target.

While wielding this magic bow, you can use a bonus action to enter a semi-incorporeal state until the start of your next turn. While semi-incorporeal, you have resistance to bludgeoning, piercing, and slashing damage. Once this bonus action is used, it can't be used again until the next dawn.

RING OF MIND SHIELDING

Ring, uncommon (requires attunement)

While wearing this ring, you are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type. Creatures can telepathically communicate with you only if you allow it.

You can use an action to cause the ring to become invisible until you use another action to make it visible, until you remove the ring, or until you die.

If you die while wearing the ring, your soul enters it, unless it already houses a soul. You can remain in the ring or depart for the afterlife. As long as your soul is in the ring, you can telepathically communicate with any creature wearing it. A wearer can't prevent this telepathic communication.