

Odegar Penelope

Personality:

Race: Dragonborn
Sex: Female
Class: Ranger
Level: 5
Age: 15 years old
Height: 2 meters tall
Muscle Mass: Medium
Colour: Green skin tone
Mass: 110 kg
Nature: LG

Backstory:

Belonging to the Odegar wood tribe, Penelope once went out into the woods to hunt and train. Her drive is to one time take down a Tyrannosaurus Rex by herself. These last 2 years she has roamed the woods, caring for herself and getting to know the creatures of the wild, but she has forgotten where her tribe lives and has not really had anything to do with people for the last 2 years. She is kind of childish and very inexperienced with people. She also don't know much about the standard customs of society.

Languages:

- Common
- Draconic
- Sylvan

Stats:

Hit points: 44/44
Hit dice available: 5/5d10
Armour class: $11 + 5 = 16$
Initiative: +5
Speed: 30
Passive Wisdom: $10 + 3 = 13$
Proficiency bonus: +3
Exp: 6500/14000

Skill Proficiencies:

- Nature
- Stealth
- Perception
- Athletics
- Survival

Attributes:

Category:	Value:	Mod:
Strength	$9 + 2 = 11$	0
Dexterity	$18 + 2 = 20$	+5
Wisdom	17	+3
Constitution	14	+2
Intelligence	9	-1
Charisma	$13 + 1 = 14$	+2

Save Throws:

- Strength
 - Dexterity
- Spell save DC = $8 + 3 + 3 = 14$

Weapons:

- Shortsword (proficient) 1d6 piercing damage
- Longbow (proficient) 1d8 piercing damage
- Staff (proficient) 1d6 bludgeoning damage

Chooosen Abilities and Traits:

- Draconic Ancestry
 - Green(Poison, 15 feet cone, Con. save)
- Breath Weapon
 - 1/short rest.
 - 2d6 damage (DC = 8 + 2 + 3 = 13)
- Damage Resistance
- Outlander
 - Wanderer
- Favoured Enemy (Beasts)
 - Advantage on tracking and infos checks
- Natural Explorer (Forests)
 - Int. and Wis. checks have prof. bonus doubled
 - Not slowed down by terrain
 - Never naturally lost
 - Always alert
 - Move stealthily if alone
 - Find twice as much food
 - Learn exact number and time since passed when tracking
- Fighting style (Archery)
 - Attack roll +2
- Ranger Archetype (Hunter)
 - Colossus Slayer (1d8 extra if creature is damaged)
- Primeval Awareness
- Extra Attack

Spell Slots:

1st level slot	<input type="checkbox"/>
1st level slot	<input type="checkbox"/>
1st level slot	<input type="checkbox"/>
1st level slot	<input type="checkbox"/>
2nd level slot	<input type="checkbox"/>
2nd level slot	<input type="checkbox"/>

Item Proficiencies:

- Flute
- Light Armour
- Medium Armour
- Shields
- Simple Weapons
- Martial Weapons

Spell list

1st. Level Spells:

Goodberry
Hail of Thorns (bonus action)
Hunters Mark (bonus action)

2nd. Level Spells:

Spike Growth

Items

Item	Weight [kg]
5?10 gp	
Staff	
Hunting Trap	
Sabretooth	
Traveller's Clothes	
A pouch	
Leather Armour	
2 Shortswords	
Backpack	
Bedroll	
Mess kit	
Tinderbox	
10 x Torch	
10 x Ration	
Waterskin	
50 feet of hempen rope	
Longbow	
20 x Arrow	
Sum	

Carrying capacity:

Category	Weight [kg]
Lightly encumbered	0 - 27.5
Encumbered	27.5 - 55
Heavily encumbered	55 - 82.5