

Typhon

CHARACTER NAME

Ranger Lvl 4

CLASS & LEVEL

Tiefling

RACE

Hermit

BACKGROUND

Lawful Evil

ALIGNMENT

Matt

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+1

12

DEXTERITY

+2

14

CONSTITUTION

+2

14

INTELLIGENCE

+2

14

WISDOM

0

10

CHARISMA

+1

12

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ 3 Strength
- ☒ 4 Dexterity
- ☐ 1 Constitution
- ☐ 2 Intelligence
- ☐ 0 Wisdom
- ☐ 0 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ 0 Animal Handling (Wis)
- ☐ +2 Arcana (Int)
- ☒ +3 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☐ +2 History (Int)
- ☐ 0 Insight (Wis)
- ☐ +1 Intimidation (Cha)
- ☐ +2 Investigation (Int)
- ☐ 0 Medicine (Wis)
- ☐ +2 Nature (Int)
- ☒ +2 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☐ +1 Persuasion (Cha)
- ☐ +2 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☒ +4 Stealth (Dex)
- ☐ 0 Survival (Wis)

SKILLS

16(+2)

ARMOR CLASS

2

INITIATIVE

30

SPEED

Hit Point Maximum 41

16

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 4

1d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Longbow

+5

1d8 Piercing

Wolf lvl 3

+4

2d4 +2 Strength Saving 11

Whip Sword

+7

1d8 Piercing/Slashing

Banded Shield 2 armor
Longsword +5 1d8 piercing

Wolf (Cerberus)
AC 13
24 HP (25 Total)
Bite 2d4 + 2 piercing
DC 11 strength save
rolls with advantage if an ally is within 5ft
everything rolls disadvantage if its not in combat

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

Infernal and Common

Light and Medium Armor
Shields
Simple and Martial Weapons

OTHER PROFICIENCIES & LANGUAGES

CP

5

SP

7

EP

GP

127

PP

Scale Mail Armor 14

Short Sword x2 4lbs

Explorers Pack

Longbow 18 arrows 2lbs Range 150/600

16 acid arrows

Includes a backpack

a bedroll

a mess kit

a tinderbox

9 torches

13 days of rations

a waterskin

The pack also has 50 feet of hempen rope

strapped to the side of it.

2d4 plus 0 health potion

A scroll case Value:1gp Weight:1lb stuffed full of notes from your studies

a winter blanket

a set of common clothes

an herbalism kit

and 5gp

1 scroll of revivify

10 apples

1 rapier

EQUIPMENT

I hate not having a plan before attacking. Working with people to make plans irritates me though. I always want to lead the group. The only thing I cant stand is failure because of something someone else caused.

PERSONALITY TRAITS

Logic is the only driving force behind the world. One must think before acting and never give into one's baser emotions

IDEALS

I have lost all my family to the undead in a raid by a necromancer. I hate all undead and see value in all living sentient beings.

BONDS

I have few friends and fewer allies because I am so standoffish. I have no filter and many in general dislike me.

FLAWS

Dark Vision - in dim light can see shades of gray up to 60 ft

Hellish Resistance - fire resistance

Infernal Legacy - You know the thaumaturge cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spell casting ability for these spells.

Background - Hermit
Skills - Medicine(Wis) and Religion(Int)
Tools - Herbalism Kit
Language - Elvish

Favored Enemy - Undead
You have advantage on Wisdom (Survival) checks to track your Favored enemies, as well as on Intelligence checks to recall information about them.

Favored Terrain - Forest
Difficult Terrain doesn't slow your group's Travel. Your group can't become lost except by magical means.
Even when you are engaged in another Activity While Traveling (such as Foraging, navigating, or tracking), you remain alert to danger.
If you are traveling alone, you can move stealthily at a normal pace.
When you Forage, you find twice as much food as you normally would.
While Tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Fighting Style - Dueler + 2 to attack rolls when holding only one weapon

Archetype -
Special -

FEATURES & TRAITS



Typhon

CHARACTER NAME

20

AGE

6 ft

HEIGHT

180 lbs

WEIGHT

Gold

EYES

Black

SKIN

Black

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I was a child of 6 when the undead came to my home and destroyed everything I knew. I had no one and no way to even know if anyone had survived. I ran away into the woods and used everything I had at my disposal to survive. I was stealthy and survived for years on my own. I became skilled with a bow that i had made crudely and it was my only friend. The only thing that truly kept me alive was my over planning. I would plan and over plan to the point that I could not fail because if I had I would have died. Years passed this way with just myself all alone until I accidentally found myself cornered by several undead. After I managed to overcome them I realized that I now had the strength to challenge them. From that day on I hunted undead relentlessly. I was haunted by lost childhood but I vowed to avenge all of those who were lost. I left the forest after hunting it clean and decided to become an adventurer so that I could not only kill more undead but also to find the necromancer and end him.

CHARACTER BACKSTORY

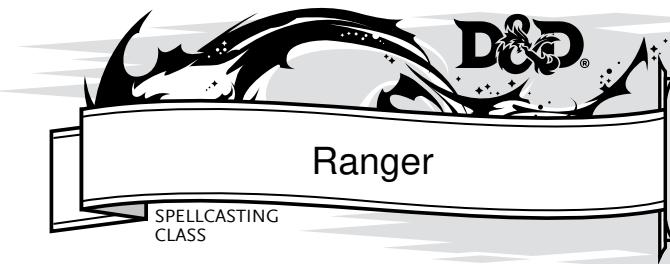
Ranger Spells 1st Level
Alarm
Animal Friendship
Cure Wounds
Detect Magic
Detect Poison and Disease
Entangling Strike
Fog Cloud
Goodberry
Hail of Thorns
Hunter's Mark
Jump
Longstrider
Speak with Animals 2nd Level
Animal Messenger
Barkskin
Beast Sense
Cordon of Arrows
Darkvision
Find Traps
Lesser Restoration
Locate Animals or Plants
Locate Object
Pass without Trace
Protection from Poison
Silence
Spike Growth 3rd Level
Conjure Animals
Conjure Barrage
Daylight
Lightning Arrow
Nondetection
Plant Growth
Protection from Energy
Speak with Plants
Water Breathing
Water Walk
Wind Wall 4th Level
Conjure Woodland Beings
Freedom of Movement
Grasping Vine
Locate Creature

ADDITIONAL FEATURES & TRAITS

plat signet ring 50(gp)
2 capes

steel arrows- ores

TREASURE



Ranger

SPELLCASTING
CLASS

Wisdom

SPELLCASTING
ABILITY

SPELL SAVE DC

+2

SPELL ATTACK
BONUS

0

CANTRIPS

Thaumaturgy

SPELL
LEVEL

1

SLOTS TOTAL

3

SLOTS EXPENDED

PREPARED

SPELL NAME

- ☐ Animal Friendship
- ☐ Hunters Mark
- ☐ Searing Smite

2

3

4

5

6

7

8

9

SPELLS KNOWN