

Ma'caw

CHARACTER NAME

Revised Ranger 3

CLASS & LEVEL

Outlander

BACKGROUND

Ashley

PLAYER NAME

Kenku

RACE

Neutral

ALIGNMENT

0

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+3

17

CONSTITUTION

+0

10

INTELLIGENCE

+1

12

WISDOM

+1

13

CHARISMA

+0

11

0

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +1 Strength
- ☒ +5 Dexterity
- ☐ +0 Constitution
- ☐ +1 Intelligence
- ☐ +1 Wisdom
- ☐ +0 Charisma

SAVING THROWS

- ☐ +3 Acrobatics (Dex)
- ☒ +3 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☒ +1 Athletics (Str)
- ☒ +2 Deception (Cha)
- ☐ +1 History (Int)
- ☐ +1 Insight (Wis)
- ☐ +0 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☒ +3 Nature (Int)
- ☒ +3 Perception (Wis)
- ☐ +0 Performance (Cha)
- ☐ +0 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☒ +5 Sleight of Hand (Dex)
- ☒ +5 Stealth (Dex)
- ☒ +3 Survival (Wis)

SKILLS

14

ARMOR CLASS

+3

INITIATIVE

30

SPEED

Hit Point Maximum 22

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

Change Inventor

IDEALS

Children

BONDS

Don't save others

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Longbow

+7

1d8+3/p

Dagger

+5

1d4+3/p

Blunderbus

+5

2d8+3/p

Armor: Leather armor

Shield: None

Arrows: d12

Blunderbuss: Range (15/60),

Reload 1, Misfire 2

Buckshot: d6

+2 damage vs. beasts

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Light armor, medium armor, shields, simple weapons, martial weapons.

Languages:

Common, Auran (Mimickry Only)

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

0

PP

0

Explorer's pack.

Cloack of billowing.

Decanter of Endless Water. Wolf's Tooth.

Silver Necklace.

Hunting Trap. Musical Instrument.

EQUIPMENT

(See Features Page)

--Fighting Style (Archery)

--Expert Forgery

--Mimicry

--Wanderer

*Expert Forgery

*Mimicry

*Wanderer

*Favored Enemy: Beasts. ADV on survival to track, extra damage.

*Natural Explorer: Ignore difficult terrain. ADV on initiative. On first turn in combat, ADV versus creatures that haven't acted.

-Traveling for 1+ hours: Difficult terrain doesn't slow your group.

Your group can't become lost except by magical means. Remain alert to danger even if preoccupied. If traveling alone, can move stealthily at normal pace. When you forage, find 2x food as normal. When tracking other creatures, you learn exact number, sizes, and how long ago they passed through the area.

FEATURES & TRAITS



Revised Ranger 3

SPELLCASTING
CLASS

WIS

SPELLCASTING
ABILITY

11

SPELL SAVE DC

+3

SPELL ATTACK
BONUS

0

CANTRIPS

3

0

6

0

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3

PREPARED

SPELL NAME

- ☒ Detect Poison and Disease (V,S,M)
- ☒ Hunter's Mark (V) (C)

4

0

7

0

5

0

8

0

5

0

9

0

SPELLS KNOWN

Features and Magic Items

Ma'caw

Beast Conclave

Many rangers are more at home in the wilds than in civilization, to the point where animals consider them kin. Rangers of the Beast Conclave develop a close bond with a beast, then further strengthen that bond through the use of magic.

Fighting Style (Archery)

Source: Ranger

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

Expert Forgery

Source: Race (Kenku)

You can duplicate other creatures' handwriting and craftwork. You have advantage on all checks made to produce forgeries or duplicates of existing objects.

Mimicry

Source: Race (Kenku)

You can mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

Wanderer

Source: Background (Outlander)

You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Spell Descriptions

Ma'caw

Detect Poison and Disease

Divination Level 1

Casting Time: 1 action

Range: Self (30 feet)

Components: V, S, M (a yew leaf)

Duration: instantaneous

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case.

The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Hunter's Mark

Divination Level 1 (concentration)

Casting Time: 1 bonus action

Range: 90 feet

Components: V

Duration: Concentration, up to 1 hour

You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

At Higher Level:

When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.