

Ma'caw

CHARACTER NAME

Revised Ranger 3 / Fighter 4

CLASS & LEVEL

Kenku

RACE

Outlander

BACKGROUND

Neutral

ALIGNMENT

Ashley

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+3

17

CONSTITUTION

+0

10

INTELLIGENCE

+1

12

WISDOM

+1

13

CHARISMA

+0

11

0

INSPIRATION

+3

PROFICIENCY BONUS

- ☒ +2 Strength
- ☒ +6 Dexterity
- ☐ +0 Constitution
- ☐ +1 Intelligence
- ☐ +1 Wisdom
- ☐ +0 Charisma

SAVING THROWS

- ☐ +3 Acrobatics (Dex)
- ☒ +4 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☒ +2 Athletics (Str)
- ☒ +3 Deception (Cha)
- ☐ +1 History (Int)
- ☐ +1 Insight (Wis)
- ☐ +0 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☒ +4 Nature (Int)
- ☒ +4 Perception (Wis)
- ☐ +0 Performance (Cha)
- ☐ +0 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☒ +6 Sleight of Hand (Dex)
- ☒ +6 Stealth (Dex)
- ☒ +4 Survival (Wis)

SKILLS

14

ARMOR CLASS

+3(A)

INITIATIVE

30

SPEED

Hit Point Maximum 43

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d10 + 4d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

Change Inventor

IDEALS

Children

BONDS

Don't save others

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Longbow

+8

1d8+3/p

+1 Dagger

+7

1d4+4/p

Blunderbus

+8

2d8+3/p

Armor: Leather Armor

Shield: None

+2 damage vs. beasts

Arrows: d10

Blunderbuss: Range (15/60),

Reload 1, Misfire 2

Buckshot: d6

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Tinkers tools, light armor, medium armor, shields, simple weapons, martial weapons, light armor, medium armor, shields, simple weapons, martial weapons, firearms, tinker's tools.

Languages:

Common, Auran (Mimickry Only)

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

48

PP

0

Amulet of the Eel, Cape of the Mountebank, Cloak of Billowing, Decanter of Endless Water, Medalion of Thoughts, Slippers of Spider Climbing, Tooth of Animal Friendship, Explorer's pack. Silver Necklace. Hunting Trap. Musical Instrument.

EQUIPMENT

(See Features Page)

--Action Surge
--Adept Marksman
--Animal Companion
--Companions Bond
--Disarming Shot
--Expert Forgery
--Favored Enemy
--Fighting Style (Archery)
--Fighting Style (Two-Weapon Fighting)
--Gunsmith
--Mimicry
--Natural Explorer
--Piercing Shot
--Primeval Awareness
--Second Wind
--Wanderer

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TODO: Ability Score Improvement
(Leveled up Fighter, would you prefer Ranger?)

FEATURES & TRAITS



Revised Ranger 3

SPELLCASTING
CLASS

WIS

SPELLCASTING
ABILITY

12

SPELL SAVE DC

+4

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) (C)
- ☒ Hunters Mark (V) (C)

4

0

7

0

5

0

8

0

5

0

9

0

SPELLS KNOWN

Features and Magic Items

Ma'caw

Subclasses

Subclass: 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.

Subclass: Gunslinger

Most warriors and combat specialists spend their years perfecting the classic arts of swordplay, archery, or polearm tactics. Whether duelist or infantry, martial weapons were seemingly perfected long ago, and the true challenge is to master them.

However, some minds couldn't stop with the innovation of the crossbow. Experimentation with alchemical components and rare metals have unlocked the secrets of controlled explosive force. The few who survive these trials of ingenuity may become the first to create, and deftly wield, the first firearms.

This archetype focuses on the ability to design, craft, and utilize powerful, yet dangerous ranged weapons. Through creative innovation and immaculate aim, you become a distance force of death on the battlefield. However, not being a perfect science, firearms carry an inherent instability that can occasionally leave you without a functional means of attack. This is the danger of new, untested technologies in a world where arcane energies that rule the elements are ever present.

Should this path of powder, fire, and metal call to you, keep your wits about you, hold on to your convictions as a fighter, and let skill meet luck to guide your bullets to strike true.

Features

Action Surge

Source: Fighter

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

Adept Marksman

Source: Fighter (Gunslinger)

When you choose this archetype at 3rd level, you learn to perform powerful trick shots to disable or damage your opponents using your firearms.

Trick Shots: You learn two trick shots of your choice, which are detailed under "Trick Shots" below. If you have not already, add them by name to "features" in your character's .py file.

Many maneuvers enhance an attack in some way. Each use of a trick shot must be declared before the attack roll is made. You can use only one trick shot per attack.

You learn an additional trick shot of your choice at 7th, 10th, 15th, and 18th level. Each time you learn a new trick shot, you can also replace one trick shot you know with a different one.

Grit. You gain a number of grit points equal to your Wisdom modifier (minimum of 1). You regain 1 expended grit point each time you roll a 20 on the d20 roll for an attack with a firearm, or deal a killing blow with a firearm to a creature of significant threat (DMs discretion). You regain all expended grit points after a short or long rest.

Saving Throws. Some of your trick shots require your targets to make a saving throw to resist the trick shots effects. The saving throw DC is calculated as follows:

Trick Shot save DC = 8 + your proficiency bonus + your Dexterity modifier

Firearm Properties Firearms are a new and volatile technology, and as such bring their own unique set of weapon properties. Some properties are followed by a number, and this number signifies an element of that property (outlined below). These properties replace the optional ones presented in the Dungeon Masters Guide. Firearms are ranged weapons.

Reload. The weapon can be fired a number of times equal to its Reload score before you must spend 1 attack or 1 action to reload. You must have one free hand to reload a firearm.

Misfire. Whenever you make an attack roll with a firearm, and the dice roll is equal to or lower than the weapons Misfire score, the weapon misfires. The attack misses, and the weapon cannot be used again until you spend an action to try and repair it. To repair your firearm, you must make a successful Tinkers Tools check (DC equal to 8 + misfire score). If your check fails, the weapon is broken and must be mended out of combat at a quarter of the cost of the firearm. Creatures who use a firearm without being proficient increase the weapons misfire score by 1.

Explosive. Upon a hit, everything within 5 ft of the target

must make a Dexterity saving throw (DC equal to 8 + your proficiency bonus + your Dexterity modifier) or suffer 1d8 fire damage. If the weapon misses, the ammunition fails to detonate, or bounces away harmlessly before doing so.

Ammunition All firearms require ammunition to make an attack, and due to their rare nature, ammunition may be near impossible to find or purchase. However, if materials are gathered, you can craft ammunition yourself using your Tinkers Tools at half the cost. Each firearm uses its own unique ammunition and is generally sold or crafted in batches listed below next to the price.

Animal Companion

Source: Revised Ranger (Animal Companion)

At 3rd level, you learn to use your magic to create a powerful bond with a creature of the natural world.

With 8 hours of work and the expenditure of 50 gp worth of rare herbs and fine food, you call forth an animal from the wilderness to serve as your faithful companion. You normally select your companion from among the following animals: an ape, a black bear, a boar, a giant badger, a giant weasel, a mule, a panther, or a wolf. However, your DM might pick one of these animals for you, based on the surrounding terrain and on what types of creatures would logically be present in the area.

At the end of the 8 hours, your animal companion appears and gains all the benefits of your Companions Bond ability. You can have only one animal companion at a time.

If your animal companion is ever slain, the magical bond you share allows you to return it to life. With 8 hours of work and the expenditure of 25 gp worth of rare herbs and fine food, you call forth your companions spirit and use your magic to create a new body for it. You can return an animal companion to life in this manner even if you do not possess any part of its body.

If you use this ability to return a former animal companion to life while you have a current animal companion, your current companion leaves you and is replaced by the restored companion

Companions Bond

Source: Revised Ranger (Beast Conclave)

Your animal companion gains a variety of benefits while it is linked to you. The animal companion loses its Multiattack action, if it has one.

The companion obeys your commands as best it can. It rolls for initiative like any other creature, but you determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, your companion acts on its own. When using your Natural Explorer feature, you and your animal companion can both move stealthily at a normal pace.

Your animal companion has abilities and game statistics determined in part by your level. Your companion uses your proficiency bonus rather than its own. In addition to the areas where it normally uses its proficiency bonus, an animal

companion also adds its proficiency bonus to its AC and to its damage rolls.

Your animal companion gains proficiency in two skills of your choice. It also becomes proficient with all saving throws. For each level you gain after 3rd, your animal companion gains an additional hit die and increases its hit points accordingly. Whenever you gain the Ability Score Improvement class feature, your companions abilities also improve. Your companion can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. As normal, your companion cant increase an ability score above 20 using this feature unless its description specifies otherwise.

Your companion shares your alignment, and has a personality trait and a flaw that you can roll for or select from the tables below. Your companion shares your ideal, and its bond is always, The ranger who travels with me is a beloved companion for whom I would gladly give my life.

Disarming Shot

Source: Gunslinger (Trick Shot)

When you make a firearm attack against a creature, you can expend one grit point to attempt to shoot an object from their hands. On a hit, the creature suffers normal damage and must succeed on a Strength saving throw or drop 1 held object of your choice and have that object be pushed 10 feet away from you.

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.

Favored Enemy

Source: Revised Ranger

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.

Choose a type of favored enemy: beasts, fey, humanoids, monstrosities, or undead. You gain a +2 bonus to damage rolls with weapon attacks against creatures of the chosen type. Additionally, you have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice, typically one spoken by your favored enemy or creatures associated with it. However, you are free to pick any language you wish to learn

Fighting Style (Archery)

Source: Fighter

You gain a +2 bonus to attack rolls you make with ranged weapons (included in stats on Character Sheet).

Fighting Style (Two-Weapon Fighting)

Source: Ranger

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Gunsmith

Source: Fighter (Gunslinger)

Upon choosing this archetype at 3rd level, you gain proficiency with Tinker's Tools. You may use them to craft ammunition at half the cost, repair damaged firearms, or even draft and create new ones (DM's discretion). Some extremely experimental and intricate firearms are only available through crafting.

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.

Natural Explorer

Source: Revised Ranger

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:

- You ignore difficult terrain.
- You have advantage on initiative rolls.
- On your first turn during combat, you have advantage on attack rolls against creatures that have not yet acted.

In addition, you are skilled at navigating the wilderness. You gain the following benefits when traveling for an hour or more:

- 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.

Piercing Shot

Source: Gunslinger (Trick Shot)

When you make a firearm attack against a creature, you can expend one grit point to attempt to fire through multiple opponents. The initial attack gains a +1 to the firearms misfire score. On a hit, the creature suffers normal damage and you make an attack roll with disadvantage against every creature in a line directly behind the target within your first range increment. Only the initial attack can misfire.

Primeval Awareness

Source: Revised Ranger

Beginning at 3rd level, your mastery of ranger lore allows you to establish a powerful link to beasts and to the land around you.

You have an innate ability to communicate with beasts, and they recognize you as a kindred spirit. Through sounds and gestures, you can communicate simple ideas to a beast as an action, and can read its basic mood and intent. You learn its emotional state, whether it is affected by magic of any sort, its short-term needs (such as food or safety), and actions you can take (if any) to persuade it to not attack.

You cannot use this ability against a creature that you have attacked within the past 10 minutes.

Additionally, you can attune your senses to determine if any of your favored enemies lurk nearby. By spending 1 uninterrupted minute in concentration (as if you were concentrating on a spell), you can sense whether any of your favored enemies are present within 5 miles of you. This feature reveals which of your favored enemies are present, their numbers, and the creatures' general direction and distance (in miles) from you.

If there are multiple groups of your favored enemies within range, you learn this information for each group.

Second Wind

Source: Fighter

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

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.

Magic Items

Decanter of Endless Water

Requires Attunement: False

Rarity: Uncommon

This stoppered flask sloshes when shaken, as if it contains water. The decanter weighs 2 pounds.

You can use an action to remove the stopper and speak one of three command words, whereupon an amount of fresh water or salt water (your choice) pours out of the flask. The water stops pouring out at the start of your next turn. Choose from the following options:

–“Stream” produces 1 gallon of water.

–“Fountain” produces 5 gallons of water.

–“Geyser” produces 30 gallons of water that gushes forth in a geyser 30 feet long and 1 foot wide. As a bonus action while holding the decanter, you can aim the geyser at a creature you can see within 30 feet of you. The target must succeed on a DC 13 Strength saving throw or take 1d4 bludgeoning damage and fall prone. Instead of a creature, you can target an object that isn’t being worn or carried and that weighs no more than 200 pounds. The object is either knocked over or pushed up to 15 feet away from you.

Tooth of Animal Friendship

Requires Attunement: False

Rarity: Uncommon

While holding this wolf’s tooth, you can expend it’s one charge to cast Animal Friendship (DC 13) or Speak With Animals.

The charge resets at the next Dawn.

Cape of the Mountebank

Requires Attunement: True

Rarity: Rare

This cape smells faintly of brimstone. While wearing it, you can use it to cast the Dimension Door spell as an action. This property of the cape can’t be used again until the next dawn.

When you disappear, you leave behind a cloud of smoke, and you appear in a similar cloud of smoke at your destination. The smoke lightly obscures the space you left and the space you appear in, and it dissipates at the end of your next turn. A light or stronger wind disperses the smoke.

Cloak of Billowing

Requires Attunement: False

Rarity: Common

While wearing this cloak, you can use a bonus action to make it billow dramatically.

Amulet of the Eel

Requires Attunement: False

Rarity:

While holding this amulet, you can breath water and air, and have a swimming speed of 20’.

Medalion of Thoughts

Requires Attunement: False

Rarity:

The medallion has 3 Charges. While wearing it, you can use an action and expend 1 charge to cast the Detect Thoughts spell (save DC 13) from it. The medallion regains 1d3 expended Charges daily at dawn.

Slippers of Spider Climbing

Requires Attunement: False

Rarity:

While you wear these light shoes, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You have a climbing speed equal to your walking speed. However, the slippers don’t allow you to move this way on a slippery surface, such as one covered by ice or oil.

Spell Descriptions

Ma'caw

Detect Poison And Disease

Divination Level 1 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 10 minutes

Range: Self

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

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.

Hunters Mark

Divination Level 1 (concentration)

Casting Time: 1 bonus action

Duration: Concentration, up to 1 hour

Range: 90 feet

Components: V

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 Levels: 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.