DUNGEONS & DRAGONS®

Ullr "Light Bane"
CHARACTER NAME

Ranger 4, Fighter 5, R ...	Witherbloom Stud ...	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Bugbear		**100000**
RACE	ALIGNMENT	EXPERIENCE POINTS

Ability Scores

STRENGTH 12 (+1)

DEXTERITY 20 (+5)

CONSTITUTION 13 (+1)

INTELLIGENCE 19 (+4)

WISDOM 18 (+4)

CHARISMA 8 (-1)

INSPIRATION

+4 PROFICIENCY BONUS

SAVING THROWS
- ⊗ +5 Strength
- ⊗ +9 Dexterity
- ○ +1 Constitution
- ○ +4 Intelligence
- ○ +4 Wisdom
- ○ -1 Charisma

SKILLS
- ○ +5 Acrobatics (Dex)
- ○ +4 Animal Handling (Wis)
- ○ +4 Arcana (Int)
- ⊗ +5 Athletics (Str)
- ○ -1 Deception (Cha)
- ○ +4 History (Int)
- ⊗ +12 Insight (Wis)
- ⊗ +8 Intimidation (Cha)
- ○ -1 Investigation (Int)
- ○ +4 Medicine (Wis)
- ⊗ +8 Nature (Int)
- ○ -1 Perception (Wis)
- ⊗ +12 Performance (Cha)
- ○ -1 Persuasion (Cha)
- ○ +4 Religion (Int)
- ○ +5 Sleight of Hand (Dex)
- ⊗ +13 Stealth (Dex)
- ⊗ +8 Survival (Wis)

22 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES
Weapons: Martial, Simple, Firearms;
Armor: Light, Medium, Shields;
Tools: Alchemist's Supplies, Thieves' Tools, Disguise Kit, Poisoner's Kit;
Languages: , , Common, , Elvish, Giant, Goblin,

Combat

19 ARMOR CLASS

+14 INITIATIVE

30 SPEED

Hit Point Maximum **85**
85
CURRENT HIT POINTS

0
TEMPORARY HIT POINTS

Total **12**
12
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
+2 Pistol	+13	1d10 + 7 Piercing
+2 Pistol (Sharp S ...	+8	1d10 + 17 Piercing
Longbow	+11	1d8 + 5 Piercing

EQUIPMENT
CP	0
SP	0
EP	0
GP	0
PP	0

+2 Pistol, +2 Pistol (Sharp Shooter), Headband of Intellect, Longbow, Shield, Studded Leather Armor

Personality

I love brewing up a new recipe, even if some might be repulsed by my choice of ingredients. Or the final product. Or both.
Don't interrupt me; I'm brooding.
PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

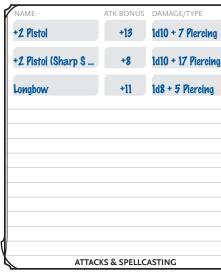## FEATURES & TRAITS

Features: Action Surge, Age, Alert, Ambush, Assassinate, Bonus Proficiencies, Combat Superiority, Combat Superiority, Creature Type, Cunning Action, Darkvision, Deft Explorer, Dread Ambusher, Expertise, Extra Attack, Favored Enemy, Favored Foe, Fey Ancestry, Fey Touched, Fighting Style: Archery, Fighting Style: Superior Technique, Gloom Stalker Magic, Gunner, Languages, Long-Limbed, Maneuvers: Maneuvering Attack, Maneuvers: Precision Attack, Maneuvers: Pushing Attack, Martial Versatility, Martial Versatility, Powerful Build, Primal Awareness, Second Wind, Sharpshooter, Sneak Attack, Sneaky, Spellcasting, Spellcasting Focus, Steady Aim, Strixhaven Initiate, Student of War, Superiority Die, Surprise Attack, Thieves' Cant, Umbral Sight, Witherbloom Initiate

Ullr "Light Bane"

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

20 Arrow, Backpack, Book About Plant Identification, Crowbar, Hammer, Hempen Rope (50 feet), Ink (1-ounce bottle), Ink Pen, Iron Pot, Iron Pot, 10 Piton, Pouch, Pouch, 10 Rations (1 day), School Uniform, Tinderbox, 10 Torch, Waterskin

CHARACTER BACKSTORY

TREASURE

Ranger

SPELLCASTING CLASS

wis	**16**	**+8**
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 — CANTRIPS

- Chill Touch (VS)
- Spare the Dying (VS)

SPELL LEVEL

1 — SLOTS TOTAL **3** — SLOTS EXPENDED **0**

SPELLS KNOWN

PREPARED / SPELL NAME

- ⊗ Absorb Elements (S)
- ⊗ Disguise Self (VS)
- ⊗ Goodberry (VSM)
- ⊗ Hunter's Mark (VC)
- ⊗ Shield (VS)
- ⊗ Silvery Barbs (V)
- ⊗ Speak with Animals (VSR)

2

- ⊗ Misty Step (V)

3

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