

Toraggon

CHARACTER NAME

Ranger/Hunter 4

CLASS & LEVEL

Human

RACE

Folk Hero

BACKGROUND

Neutral Good

ALIGNMENT

Jenkins

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

12

+1

DEXTERITY

18

+4

CONSTITUTION

12

+1

INTELLIGENCE

12

+1

WISDOM

15

+2

CHARISMA

11

0

INSPIRATION

+2

PROFICIENCY BONUS

- ✱ +3 Strength
- ✱ +6 Dexterity
- +1 Constitution
- +1 Intelligence
- +2 Wisdom
- 0 Charisma

SAVING THROWS

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

SKILLS

16

ARMOR CLASS

+4

INITIATIVE

30

SPEED

Hit Point Maximum 31

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Thinking is for other people. I prefer action.

PERSONALITY TRAITS

Fairness. No one should get preferential treatment before the law, and no one is above the law. (Lawful)

IDEALS

I worked the land, I love the land, and I will protect the land.

BONDS

I have trouble trusting in my allies.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Shortsword

+6

1d6 +4 piercing

Longbow

+6

1d8 +4 piercing

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Languages.Common

Weapon.Simple, Martial

Armor.Light, Medium

Tools.Land

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

EQUIPMENT

Fighting Style: Archery. You gain a +2 bonus to attack rolls you make with ranged weapons.

Primeval Awareness. Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Natural Explorer. You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, or swamp. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: * 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. You choose additional favored terrain types at 6th and 10th level.

Hunter's Prey. At 3rd level, you gain one of the following features of your choice. Not for resale. Permission granted to print or photocopy this document for personal use only. System Reference Document 5.0 38 Colossus Slayer. Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn. Giant Killer. When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature. Horde Breaker. Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

FEATURES & TRAITS



Toraggon

CHARACTER NAME

27 years

AGE

6'2"

HEIGHT

182 lbs.

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

Father was a soldier who taught him how to fight and shoot a bow as a boy. When he was old enough he joined his father's work of hunting for the town butchers (or whatever they would have). After his father was wounded on a hunting trip by a troll, he decided to pack up and travel the lands ridding the world of any evil he comes across. After dealing with a group of bandits who were terrorising his local village, he became a local folk hero, and tales were told of his bravery. A man of action, he is slow to rely on others, preferring instead to make his own luck.

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



Ranger

SPELLCASTING
CLASS

Wis

SPELLCASTING
ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3

☐ Speak with Animals_{ME}

☐ Jump

☐ Cure Wounds

4

7

8

5

9

SPILLS KNOWN