40 feet

SPEED



Ranger 3 Medium Beast Brad PLAYER NAME

Wolf

9d8

HIT DICE

ALIGNMENT

EXPERIENCE POINTS

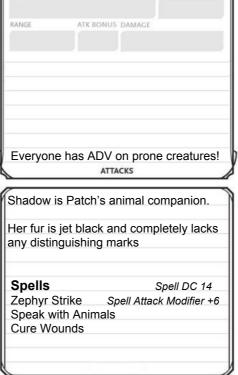


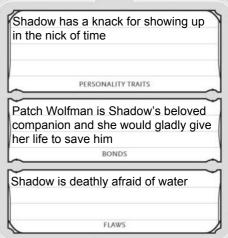


SUCCESSES O-O-C

DEATH SAVES







## Keen Hearing and Smell ADV on perception by hearing or smell **Pack Tactics** ADV on attack rolls against a creature when an ally is within 5 feet of the target Colossus Slayer Deal 1d8 extra damage once a round Duelling +2 bonus on DMG rolls (included) **Favoured Enemy** +2 bonus on DMG rolls against humanoids **Primeval Awareness** Can have simple communications with a beast and read its basic mood/intent Companion's Bond Has same proficiency bonus as Patch, applies it to AC, Saving Throws, ATK Bonus and DMG Rolls. Gains two ability points when Patch gets

an Ability Score Improvement

Coordinated Attack

When Shadow sees Patch make an attack
she can use her reaction to attack

FEATURES

ADV on initiative rolls and attack rolls against creatures that have not acted

Languages

Wolf [speak]

**Natural Explorer** 

Elvish, Common, Celestial

before me during my first turn

Ignores difficult terrain

## **Shadow Spell Sheet**

2018-12-22

First Level			

Cure Wounds				
1st level evocation	Casting time: 1 action	Duration: Instantaneous	Range: Touch	
A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.				
<b>At Higher Levels:</b> When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.				
Speak with Animals (Ritual)				
1st level divination	Casting time: 1 action	<b>Duration:</b> 10 minutes	Range: Touch	
You gain the ability to comprehend and verbally communicate with beasts for the duration.				
The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the GM's discretion.				
Zephyr Strike				
1st level transmutation	Casting time: 1 bonus action	Duration: 1 minute	Range: Self	
You move like the wind. Until the spell ends, your movement doesn't provoke opportunity attacks.				

Once before the spell ends, you can give yourself advantage on one weapon attack roll on your turn. That attack deals an extra 1d8 force damage on a hit. Whether you hit or miss, your walking speed increases by 30 feet until the end of that turn.