

Shadow

CHARACTER NAME

Ranger 3

CLASS & LEVEL

Large Beast

Brad

PLAYER NAME

DireWolf (Wolf)

RACE

ALIGNMENT

EXPERIENCE POINTS

+4

PROFICIENCY BONUS

INSPIRATION

17

+3

STRENGTH

7 SAVING THROWS
ATHLETICS

15

+2

DEXTERITY

5 SAVING THROWS
ACROBATICS
SLEIGHT OF HAND
6 STEALTH

15

+2

CONSTITUTION

4 SAVING THROWS

11

0

INTELLIGENCE

4 SAVING THROWS
ARCANA
HISTORY
INVESTIGATION
4 NATURE
RELIGION

14

+2

WISDOM

6 SAVING THROWS
ANIMAL HANDLING
INSIGHT
MEDICINE
PERCEPTION
SURVIVAL

12

+1

CHARISMA

5 SAVING THROWS
DECEPTION
5 INTIMIDATION
PERFORMANCE
PERSUASION

12

PASSIVE WISDOM (PERCEPTION)

20

ARMOR CLASS

= +2 + 14 + - + 4
Dexterity Modifier Armor Shield Misc

+2

INITIATIVE

100 feet

SPEED

Hit Point Maximum 60

CURRENT HIT POINTS

Total 9d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

WEAPON

TYPE

Bite

Piercing

RANGE

ATK BONUS DAMAGE

Melee

+7

2d4 +7

Target must succeed on a DC13 STR saving throw or be knocked prone

WEAPON

TYPE

RANGE

ATK BONUS DAMAGE

WEAPON

TYPE

RANGE

ATK BONUS DAMAGE

Everyone has ADV on prone creatures!

ATTACKS

Shadow has a knack for showing up in the nick of time

PERSONALITY TRAITS

Patch Wolfman is Shadow's beloved companion and she would gladly give her life to save him

BONDS

Shadow is deathly afraid of water

FLAWS

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 humanoid

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

Epona's Ring

Dash as bonus action: Move extra 50 feet

Dash as action: Move extra 100 feet

Makes her a DireWolf!

Patch can use her as a mount now

Languages

Wolf [speak]

Elvish, Common, Celestial

Natural Explorer

ADV on initiative rolls and attack rolls against creatures that have not acted before me during my first turn
Ignores difficult terrain

OTHER PROFICIENCIES & LANGUAGES

Shadow is Patch's animal companion.

Her fur is jet black and completely lacks any distinguishing marks

Spells

Spell DC 14

Zephyr Strike Spell Attack Modifier +6

Speak with Animals

Cure Wounds

FEATURES

Shadow Spell Sheet

2018-12-22

First Level
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Cure Wounds			
1st level evocation	Casting time: 1 action	Duration: Instantaneous	Range: Touch
<p>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.</p> <p>At Higher Levels: 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.</p>			
Speak with Animals (Ritual)			
1st level divination	Casting time: 1 action	Duration: 10 minutes	Range: Touch
<p>You gain the ability to comprehend and verbally communicate with beasts for the duration.</p> <p>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.</p>			
Zephyr Strike			
1st level transmutation	Casting time: 1 bonus action	Duration: 1 minute	Range: Self
<p>You move like the wind. Until the spell ends, your movement doesn't provoke opportunity attacks.</p> <p>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.</p>			