

Introduction

500 x 3235

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Age Dummy

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"}]], "Fighting Style"=>"Archery - gains a +2 bonus to Attack Rolls made with Ranged Weapons", "Primeval Awareness"=>"can use her action and expend one Ranger spell slot to focus her awareness on the region around her. For 1 minute per level of the spell slot she expends, she can sense whether the following types of creatures are present within 1 mile of her (or within up to 6 miles in Favored terrain)-Aberrations, Celestials, Dragons, Elementals, fey, Fiends, and Undead. This feature doesn't reveal the creatures' location or number.", "Extra Attack"=>"Can Attack twice, instead of once, whenever she takes the Attack action on her Turn", "Landstride"=>"Moving through nonmagical Difficult Terrain costs no extra Movement. Can also pass through nonmagical Plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, she has advantage on Saving Throws against Plants that are magically created or manipulated to impede Movement, such those created by the Entangle spell"}], "Monster Slayer Abilities"=>[{"Description"=>"Spell DC14", "3rd Level"=>"Protection from Evil and Good", "5th Level"=>"Zone of Truth"}], "Hunters Sense"=>"As an action, choose one creature you can see within 60 feet of you. You immediately learn whether the creature has any damage immunities, resistances, or vulnerabilities and what they are. If the creature is hidden from divination magic, you sense that it has no damage immunities, resistances, or vulnerabilities", "Slayers Prey"=>"As a bonus action, you designate one creature you can see within 60 feet of you as the target of this feature. The first time each turn that you hit that target with a weapon attack, it takes an extra 1d6 damage from the weapon.", "Supernatural Defense"=>"Whenever the target of your Slayer's Prey forces you to make a saving throw and whenever you make an ability check to escape that target's grapple, add 1d6 to your roll""]}]

Proficiencies -
Proficiency Mod - +3

Languages - Common Leonin
Adjectives - Brash, Brave, Loyal,

Special Abilities -
Special Equipment -
Combat Tactics
He will do his best to stay hidden and strike from a distance, but once he closes on his prey he will fight with his spear

Actions -
Factions
Sunmane Pride
Role: *Hunter*

ROLEPLAYING

Introduction
"Get down! you're surrounded!\"", comes the hushed voice from somewhere in the long golden grass of the open plains

Appearance
7' Tall and lithe with golden fur, lion-like features, piercing blue eyes, a shining gold breastplate and a long spear

Expressions
The hunt is on!
grr

Mannerisms
Swift and cat-like
Motivations
Honor for his pride. Protection of his home

Passions
His family, his pride and his nation

Secrets
N/A

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Secrets
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Special Abilities

Special Equipment

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Factions

Sunmane Pride

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