2500 x 3235

⟷   ↕

Image Dummy

Brygan of the Sunmane

young adult Leonin
Lawful Good
Level 8 Ranger Monster Slayer

Pronouns -

he/him

Occupations -

Hunter

Armor Class -

16

Hit Points -

83 (TODO Hitdice)

Speed -

35.

STR

16 (+3)

DEX

15 (+3)

CON

17 (+4)

INT

13 (+2)

WIS

10 (+0)

CHA

15 (+3)

Saving Throws -

Skills -

{"Leonin Abilities"=>[{"Darkvision"=>"can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray", "Aggressive"=>"As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started", "Primal Intuition"=>"Proficient in Insight and Survival", "Powerful Build"=>"count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift", "Heat Resistance"=>"Gains Advantage on saving throws caused by extremely hot weather or dehydration"}], "Ranger Abilities"=>[{"Ranger Spellcasting"=>[{"Description"=>"Spell DC11", "1st Level"=>"Hunter's Mark, Searing Smite, Cure Wounds, Wild Cunning", "2nd Level"=>"Locate Animals or Plants, Pass Without Trace, Cordon of Arrows"}], "Favored Enemy"=>"Demon & Hydra - Has advantage on Wisdom (Survival) checks to track her Favored enemies, as well as on Intelligence Checks to recall information about them", "Natural Explorer"=>[{"Description"=>"Grassland & Forest", "Additional Information"=> ["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"]}], "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"=>[{"Monster Slayer Spellcasting"=>[{"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

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

Brygan of the Sunmane

young adult Leonin
Lawful Good
Level 8 Ranger Monster Slayer

Pronouns -

he/him

Occupations -

Hunter

Armor Class -

16

Hit Points -

83 (TODO Hitdice)

Speed -

35.

STR

16 (+3)

DEX

15 (+3)

CON

17 (+4)

INT

13 (+2)

WIS

10 (+0)

CHA

15 (+3)

Saving Throws -

Skills -

{"Leonin Abilities"=>[{"Darkvision"=>"can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray", "Aggressive"=>"As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started", "Primal Intuition"=>"Proficient in Insight and Survival", "Powerful Build"=>"count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift", "Heat Resistance"=>"Gains Advantage on saving throws caused by extremely hot weather or dehydration"}], "Ranger Abilities"=>[{"Ranger Spellcasting"=>[{"Description"=>"Spell DC11", "1st Level"=>"Hunter's Mark, Searing Smite, Cure Wounds, Wild Cunning", "2nd Level"=>"Locate Animals or Plants, Pass Without Trace, Cordon of Arrows"}], "Favored Enemy"=>"Demon & Hydra - Has advantage on Wisdom (Survival) checks to track her Favored enemies, as well as on Intelligence Checks to recall information about them", "Natural Explorer"=>[{"Description"=>"Grassland & Forest", "Additional Information"=>["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"]}], "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"=>[{"Monster Slayer Spellcasting"=>[{"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 -

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

Background Story

A shining son of the Sunmane Pride, Brygan is a fierce warrior, hunter and tracker. Specifically trained to hunt and defend against Hydras and Nxyborn creatures, he is vicious when battling them. He sees these things as abominations, affronts to his god and a threat to his pride. At home with his family, he is loving and gentle with his wife and cubs. He is a leader of his pride and heads up the scouting force. At times, especially while on the hunt, he can be very arrogant and sometimes gets too far ahead of his squad, getting himself into trouble.