

Galiora Merryfeather

CHARACTER NAME

20 Hunter

LEVEL & CLASS

PLAYER NAME

Outlander

BACKGROUND Forester

Elf, Wood

RACE

355,000

EXPERIENCE

Next Level

STRENGTH

+1

12

DEXTERITY

+5

20

CONSTITUTION

+3

16

INTELLIGENCE

0

10

WISDOM

+3

17

CHARISMA

0

10

STR +7 INT 0
DEX +11 WIS +3
CON +3 CHA 0

RESISTANCES

Adv. vs. magical plants that impede movement; Adv. vs. being charmed; Magic can't put me to sleep; Dex save vs. area effects: fail — half dmg, success — no dmg

SAVING THROWS

ACROBATICS (Dex) +5
ANIMAL HANDLING (Wis) +9
ARCANA (Int) 0
ATHLETICS (Str) +7
DECEPTION (Cha) 0
HISTORY (Int) 0
INSIGHT (Wis) +3
INTIMIDATION (Cha) 0
INVESTIGATION (Int) 0
MEDICINE (Wis) +3
NATURE (Int) +6
PERCEPTION (Wis) +9
PERFORMANCE (Cha) 0
PERSUASION (Cha) 0
RELIGION (Int) 0
SLEIGHT OF HAND (Dex) +5
STEALTH (Dex) +11
SURVIVAL (Wis) +9
TOOL

SKILLS

184

MAXIMUM HIT POINTS

+6

PROFICIENCY BONUS

17

ARMOR CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+5

INITIATIVE

SUCCESSSES

FAILURES

DEATH SAVES

LEVEL DIE USED

20 d10+3

HIT DICE

ENCUMBERED

25 ft

35 ft

SPEED

FEATURE

MAX

RECOVER

USED

LIMITED FEATURES

ACTIONS

Attack (2 attacks per action)

Primeval Awareness

Multiattack: Volley

BONUS ACTIONS

Vanish

REACTIONS

ACTIONS

AC

12

Armor

Shield

5

Dex

Magic

Misc

Misc

DESCRIPTION

Studded Leather

ARMOR

INSPIRATION

17

ABILITY SAVE DC

WISDOM

AC

Light

Medium

Heavy

Shields

Simple

Martial

Other Weapons:

Common

+1 from Outlander

Elvish

- **Favored Enemy (Ranger 1, PHB 91)** [3 favored enemies]
Use the "Choose Features" button above to add a favored enemy to the third page
When selecting a favored enemy, I also learn one of the languages it speaks
I have adv. on Wis (Survival) checks to track and Int checks to recall info about them
- **Natural Explorer (Ranger 1, PHB 91)** [3 favored terrains]
Use the "Choose Features" button above to add a favored terrain to the third page
- **Archery Fighting Style (Ranger 2, PHB 91)**
+2 bonus to attack rolls I make with ranged weapons
- **Spellcasting (Ranger 2, PHB 91)** [11 spells known]
I can cast ranger spells that I know, using Wisdom as my spellcasting ability
- **Hunter's Prey: Colossus Slayer (Hunter 3, PHB 93)**
Once per turn, when hitting someone that is below max HP, I do an extra 1d8 damage
- **Primeval Awareness (Ranger 3, PHB 92)** [aber./celest./dragon/elem./fey/fiend/undead]
As an action, I can use a spell slot to focus my awareness for 1 min per spell slot level
Out to 1 mile (6 in favored terrain), I sense if certain types of creatures are present
- **Defensive Tactic: Multiattack Defense (Hunter 7, PHB 93)**
When a creature hits me, I gain +4 AC against that creature for the rest of the turn
- **Land's Stride (Ranger 8, PHB 92)**
I can travel through nonmagical, difficult terrain without penalty
I have advantage on saves vs. plants that impede movement by magical influence
- **Hide in Plain Sight (Ranger 10, PHB 92)**
I can hide with +10 to Dex (Stealth) after spending 1 minute creating camouflage
Once I move or take an action or a reaction, the benefit is lost
- **Multiattack: Volley (Hunter 11, PHB 93)**
As an action, I can make ranged attacks vs. all within a 10-ft radius of a point in range
- **Vanish (Ranger 14, PHB 92)**
I can't be nonmagically tracked if I don't want to be and can Hide as a bonus action
- **Evasion (Hunter 15, PHB 93)**
My Dexterity saves vs. areas of effect negate damage on success and halve it on failure
- **Feral Senses (Ranger 18, PHB 92)**
When not blinded or deafened, I'm aware of invisible, non-hidden creatures in 30 ft
I don't have disadvantage when attacking creatures I am aware of but can't see
- **Foe Slayer (Ranger 20, PHB 92)**
Once per turn, I can add Wis mod to the attack or damage roll vs. favored enemy

CLASS FEATURES

- ◆ Fiends (Favored Enemy, PHB 91)
- ◆ Mountain (Favored Terrain, PHB 91)

I can double my proficiency bonus for Int/Wis checks concerning mountain terrain

While traveling for an hour or more in mountain terrain I gain the following benefits:

- My allies and I are not slowed by difficult terrain and can't get lost except by magic
- I am alert to danger even when doing something else: I forage twice as much food
- If alone (or alone with beast companion), I can move stealthily at my normal pace
- When tracking, I also learn the exact number, size, and time since passing

- ◆ Aberrations (Favored Enemy, PHB 91)

- ◆ Celestials (Favored Enemy, PHB 91)

- ♦ Giants (Favored Enemy, PHB 91)

- ♦ Desert (Favored Terrain, PHB 91)

I can double my proficiency bonus for Int/Wis checks concerning desert terrain.

While traveling for an hour or more in desert terrain I gain the following benefits:

- My allies and I are not slowed by difficult terrain and can't get lost except by magic
- I am alert to danger even when doing something else; I forage twice as much food
- If alone (or alone with beast companion), I can move stealthily at my normal pace
- When tracking, I also learn the exact number, size, and time since passing

NOTES

ADVENTURING GEAR	#	LB
SUBTOTAL		

ADVENTURING GEAR	#	LB
SUBTOTAL		

EXTRA EQUIPMENT

OTHER HOLDINGS

FEAT:

FEAT:

FEAT:

FEAT:

MAGIC ITEM:

Attuned

MAGIC ITEM:

Attuned

MAGIC ITEM:

Attuned

MAGIC ITEM:

Attuned

MAGIC ITEM:

Attuned



Galiora Merryfeather

CHARACTER NAME

GENDER	AGE	Medium SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

ORGANIZATION

SYMBOL

APPEARANCE

Poor

LIFESTYLE

DAILY PRICE

2 sp

ENEMIES

CHARACTER HISTORY

[illegible][illegible]

Galiora Merryfeather

CHARACTER NAME

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL
○ ○ ○ ○	○ ○ ○	○ ○ ○	○ ○ ○	○ ○				

SPELL SLOTS

HUNTER SPELLS

Wisdom

SPELLCASTING ABILITY

+9

ATTACK MODIFIER

DC 17

SAVING THROW DC

1ST LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Alarm (R)	Door, window, or 20-ft cube area; audible (60 ft) or mental alarm (1 mile) if undesignated crea enters	—	Abjur	1 min	30 ft	V,S,M	8 h	P	211
Hunter's Mark	1 crea +1d6 dmg from your weapon atks; adv. Wis (Perception/Survival) vs. target; SL3: 8h; SL5: 24h	—	Div	1 bns	90 ft	V	Conc, 1 h	P	251
Longstrider	1+1/SL creature's speed increases by 10 ft for the duration	—	Trans	1 a	Touch	V,S,M	1 h	P	256

2ND LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Pass Without Trace	Any within 30-ft rad +10 Dex(Stealth) checks, leave no tracks, can't be tracked by nonmagical means	—	Abjur	1 a	Self	V,S,M	Conc, 1 h	P	264

3RD LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Protection from Energy	1 creature gains resistance to either Acid, Cold, Fire, Lightning, or Thunder damage for duration	—	Abjur	1 a	Touch	V,S	Conc, 1 h	P	270
Water Walk (R)	10 willing creatures can move across any liquid for the duration; rise to surface if underwater	—	Trans	1 a	30 ft	V,S,M	1 h	P	287

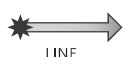
4TH LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Freedom of Movement	1 willing crea; magic cannot reduce speed, paralyze, restrain; use 5 ft to escape nonmagical restrains	—	Abjur	1 a	Touch	V,S,M	1 h	P	244
Stoneskin	1 willing crea resistance to nonmagical Bludgeoning, Piercing, and Slashing dmg (100gp cons.)	—	Abjur	1 a	Touch	V,S,M+	Conc, 1 h	P	278

5TH LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Commune w. Nature (R)	Know 3 facts about natural features in 3 miles rad (300 ft rad underground)	—	Div	1 min	Self	V,S	Instantaneous	P	224
Conjure Volley	Turn ammo/thrown wea into volley; 40-ft rad 20-ft high 8d8 dmg; dmg type as weapon; save halves	Dex	Conj	1 a	150 ft	V,S,M	Instantaneous	P	226
Swift Quiver	Quiver gives nonmagical ammo; bns a to make 2 atks with weapon that uses ammo from that quiver	—	Trans	1 bns	Touch	V,S,M	Conc, 1 min	P	279

PLAYER REFERENCE



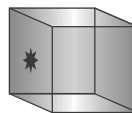
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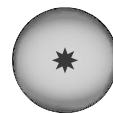
Point of Origin



CONE



CUBE



SPHERE



CYLINDER

AREA OF EFFECT

ATTACK (ACTION)

Make one melee or ranged attack with a weapon, or multiple attacks with the 'Extra Attack' class feature. (See the 'Attack Action' section below.)

CAST A SPELL (CASTING TIME OF THE SPELL)

Effect depends on the spell being cast.

DASH (ACTION)

Gain your speed as extra movement for this turn.

DISENGAGE (ACTION)

Your movement doesn't provoke opportunity attacks for the rest of the turn.

DODGE (ACTION)

Attack rolls from attackers you can see have disadvantage and you have advantage on Dex saving throws until the start of your next turn, until you become incapacitated or your speed drops to 0.

ESCAPE (ACTION)

Escape a grapple by winning a Str (Athletics) or Dex (Acrobatics) check vs. grappler's Str (Athletics) check.

HELP (ACTION)

Give an ally advantage on next ability check or attack roll vs. an opponent within 5 ft of you, if done before the start of your next turn.

HIDE (ACTION)

Hide from those that can't perceive you. Your Dex (Stealth) check is the DC for anybody's Wis (Perception) check to discover you.

OVERRUN (ACTION OR BONUS ACTION)

(DMG 272)

Move through hostile's space once by winning opposing Str (Athletics) check. Advantage if you are larger or disadvantage if you are smaller than the opponent.

READY (ACTION)

Choose an action that you will take in response to a set trigger. Taking the action uses your reaction. Readyng a spell requires concentration.

SEARCH (ACTION)

Search for something, possibly with a Wis (Perception) or Int (Investigation) check.

TUMBLE (ACTION OR BONUS ACTION)

(DMG 272)

Move through hostile's space once by winning opposing Dex (Acrobatics) check.

USE OBJECT (ACTION)

You can interact with an object once per turn for free. A second interaction and special cases take an action to complete (e.g. draw a second weapon, equip a shield, drink a potion, retrieve an item from a backpack).

COMBAT ACTIONS

(PHB 192)

MELEE ATTACK (ONE ATTACK)

Normal attack on target within 5 ft. If attacking with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action, see 'Two-Weapon Fighting'. If either weapon has the thrown property, it may be thrown as part of this action.

RANGED ATTACK (ONE ATTACK)

Normal attack up to normal range (first number). Disadvantage on the attack if a hostile is within 5 ft that is not incapacitated or the target is up to long range away (second number).

TWO-WEAPON FIGHTING (BONUS ACTION WITH ATTACK ACTION)

If making an attack with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action. This off-hand attack can't add a positive ability score modifier to the damage roll. If the weapon has the thrown property, it may be thrown as part of this action.

DISARM (INSTEAD OF ONE ATTACK)

(DMG 271)

Knock an item from grasp by winning weapon attack roll vs. opponent's Str (Athletics) or Dex (Acrobatics) check. Disadvantage if item is being held by two or more hands. Larger opponents have advantage and smaller have disadvantage.

GRAPPLE (INSTEAD OF ONE ATTACK)

With a free hand, give the grappled condition to an opponent that is within reach and up to one size larger than you by winning Str (Athletics) check vs. opponent's Str (Athletics) or Dex (Acrobatics) check.

MARK (WITH MELEE ATTACK)

(DMG 271)

With a melee attack you can mark the target of that attack. The next opportunity attack against the marked target before the end of your next turn has advantage and doesn't cost you your reaction.

SHOVE (INSTEAD OF ONE ATTACK)

Move opponent 5 ft or make prone by winning opposing Str (Athletics) check. Disadvantage if trying to move the opponent to a side rather than to directly away from you.

ATTACK ACTION

(PHB 195)

HALF	+2 AC and Dex saving throws
3/4	+5 AC and Dex saving throws
TOTAL	Can't be targeted directly by attack or spell
COVER	(PHB 196)

MOVE (LIMITED BY MOVEMENT SPEED)

You can move your movement speed every turn. You can break up your movement between actions. You can switch back and forth between different types (e.g. from flying to walking), by subtracting the distance already moved from the new speed.

You can freely move through a nonhostile's space, and through a hostile's space if it is two sizes larger or smaller than you. Another creature's space counts as difficult terrain.

CLIMB / SWIM (AT ½ SPEED)

May involve a Str (Athletics) check if the climb / swim is difficult.

CRAWL (AT ½ SPEED)

Crawl while prone (see conditions). Dropping prone costs no movement speed.

DIFFICULT TERRAIN (AT ½ SPEED)

Moving through difficult terrain costs twice as much speed. Another creature's space counts as difficult terrain.

JUMP

After moving at least 10 feet on foot, you can jump you Str score in feet straight forward, or 3 + your Str modifier in feet up. The jump distance is halved when performing a standing jump.

STAND UP (COSTS ½ SPEED)

Standing up from being prone costs half your movement speed for this turn.

MOVEMENT

(PHB 182)

FORCED MARCH

Marching more than 8 hours per day requires a Con saving throw at DC 10 + 1 per additional hour, at the end of each additional hour. If failed, suffer one level of exhaustion (see conditions).

FOOD (ONE POUND PER DAY)

Go without food for 3 + Con modifier of consecutive days (1 day minimum). At the end of each day beyond that, suffer one level of exhaustion (see conditions).

WATER (ONE GALLON PER DAY)

If only half a gallon is consumed, DC 15 Con saving throw at end of day. If failed or consumed less than half, suffer one level of exhaustion, or two levels of exhaustion if currently already exhausted (see conditions).

FALLING

1d6 bludgeoning damage per 10 feet fallen, to a maximum of 20d6. End prone if taken any damage from the fall.

SUFFOCATING

Hold breath for 1 + Con modifier in minutes (30 seconds minimum). After that, survive for Con modifier in rounds, after which drop to 0 hit points and dying.

SHORT REST

A short rest takes 1 hour of doing nothing too strenuous. At the end of the rest, spend hit dice to regain hit points.

LONG REST

A long rest takes 8 hours with nothing too strenuous for more than 1 hour of that. Regain all hit points and half hit dice at end. If food and water are consumed, reduce exhaustion level by 1. Maximum of 1 long rest per 24 hours.

PACE	MINUTE	HOURL	DAY	EFFECT
Fast	400 feet	4 miles	30 miles	-5 passive Perception
Normal	300 feet	3 miles	24 miles	—
Slow	200 feet	2 miles	18 miles	Able to use stealth

TRAVEL PACE

(PHB 182)

BLINDED

Fail checks involving sight. Attacks have disadvantage. Enemy attacks have advantage.

CHARMED

Can't harm/attack charmer. Charmer has advantage on ability checks to interact socially.

DEAFENED

Fail checks involving hearing.

FRIGHTENED

Disadvantage to checks/attacks while the source of fear is in sight. Can't willingly move closer to the source of fear.

GRAPPLED

Speed 0, regardless of bonus. Ends when grappler is incapacitated or when moved out of grappler's reach by an effect.

INCAPACITATED

Can't take actions or reactions.

INVISIBLE

Can't be seen (normally), but still make noise and tracks. Attacks have advantage. Enemy attacks have disadvantage.

PARALYZED

Incapacitated. Can't move or speak. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

PETRIFIED

Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage. Immune to poison / disease. Fail Str and Dex saving throws. Enemy attacks have advantage. Stop aging. Weight increases by factor 10.

POISONED

Disadvantage on attack rolls and ability checks.

PRONE

Crawl (at ½ speed) or stand up (costs ½ speed). Attacks have disadvantage. Enemy attacks have advantage within 5 ft and disadvantage if further away.

RESTRAINED

Speed 0, regardless of bonus. Disadvantage on Dex saving throws. Attacks have disadvantage. Enemy attacks have advantage.

STUNNED

Incapacitated. Can't move. Can speak only falteringly. Fail Str and Dex saving throws. Enemy attacks have advantage.

UNCONSCIOUS

Incapacitated. Can't move or speak. Unaware of surroundings. Drop everything. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

CONDITIONS

(PHB 290)

LIGHTLY OBSCURED	(dim light)	Disadvantage on sight Perception checks
HEAVILY OBSCURED	(darkness)	Effectively blinded (see conditions)
BLINDSIGHT	Out to range, perceive without sight.	
DARKVISION	Out to range, treat dim light as bright light. Can't see colors.	
TRUESIGHT	Out to range, perceive everything regardless of (magical) darkness, invisibility, illusions, shapechanging, or etherealness.	

LIGHT & VISION

(PHB 183)