

Thessia Onforoth

CHARACTER NAME

Ranger 3
CLASS & LEVEL

Outlander (Exile)
BACKGROUND

PLAYER NAME

Daemon
RACE

Neutral Good
ALIGNMENT

EXPERIENCE POINTS

STRENGTH
+1
12

DEXTERITY
+2
15

CONSTITUTION
+0
10

INTELLIGENCE
+0
10

WISDOM
+2
14

CHARISMA
+2
14

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- +3 Strength
- +4 Dexterity
- +0 Constitution
- +0 Intelligence
- +4 Wisdom
- +2 Charisma

SKILLS

- +2 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- +0 Arcana (Int)
- +3 Athletics (Str)
- +2 Deception (Cha)
- +0 History (Int)
- +4 Insight (Wis)
- +2 Intimidation (Cha)
- +2 Investigation (Int)
- +2 Medicine (Wis)
- +0 Nature (Int)
- +4 Perception (Wis)
- +2 Performance (Cha)
- +2 Persuasion (Cha)
- +0 Religion (Int)
- +2 Sleight of Hand (Dex)
- +4 Stealth (Dex)
- +4 Survival (Wis)

14 PASSIVE WISDOM (PERCEPTION)

LANGUAGES
Trentsmin, Quitzál, Zhoroch

TOOL PROFICIENCY
Artisan's tools (Calligraphy)

WEAPON AND ARMOR PROF:
Light armor, medium armor, shields
Simple weapons, martial weapons

SAVING THROWS PROF:
Strength, Dexterity, Wisdom

SKILL PROFICIENCY
Athletics, Insight, Investigation,
Perception, Stealth, Survival

OTHER PROFICIENCIES & LANGUAGES

14 ARMOR CLASS +2 INITIATIVE 30 ft. SPEED

Hit Point Maximum 22 hp

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d10 HIT DICE

SUCCESSES ○○○○
FAILURES ○○○○
DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Shortswords	+4	1d6+2 pierc.
Quarterstaff	+3	1d6/1d8+1 bl.
Longbow (150)	+3	1d8+2 pierc.

Quarterstaves are versatile. Use with two hands to deal 1d8 damage instead of 1d6.

Longbows have a range of 150 feet. Attack with disadvantage to fire up to 600 feet.

ATTACKS & SPELLCASTING

CP Calligraphy supplies

SP Quarterstaff

EP Hunting trap

GP Fox fur gloves

WP Worn traveler's clothes

GP Belt pouch (10 gp)

GP Leather armor

GP 2 shortswords

GP Longbow, quiver 20 arrows

GP Explorer's pack

EQUIPMENT

I watch over my friends as if they were a litter of newborn pups.

PERSONALITY TRAITS

Redemption. There's a spark of good in everyone.

IDEALS

I'm on the run from demonic powers, but dabble in witch-hunting in my spare time.

BONDS

I am slow to trust members of other races and cultures.

FLAWS

OUTLANDER
Wanderer (Excellent memory for maps and terrain, you can always find food and water)

DAEMON
Demonic Changeling (You're considered a fiend as well as human, creatures can charm you by speaking your true name)
Elder Form (As a bonus action change into elder form. Shed bright light 20 ft, dim light 20 more ft. Make melee spellcasting attack with Charisma while in elder form to incapacitate an enemy until the end of its next turn)

RANGER (HUNTER)
Favored Enemy (Advantage on Intelligence checks to recall information about fiends and Survival checks to track them)
Natural Explorer (Benefits while traveling in forested area, PHB 91)
Fighting Style (Two-weapon fighting: add ability modifier to second damage roll while dual-wielding)
Spellcasting: Wisdom
Primeval Awareness (Expend a spell slot, action to sense creatures within 1 mile of you)
Colossus Slayer (1/round deal +1d8 weap. damage to damaged creature)

FEATURES & TRAITS



Thessia Onforoth

CHARACTER NAME

24
AGE

Blue
EYES

5' 9"
HEIGHT

Brown
SKIN

130 lb.
WEIGHT

Dark brown
HAIR



CHARACTER APPEARANCE

Avan operatives in the Norlythe region.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

Ranger

SPELLCASTING CLASS

Wisdom (+2)

SPELLCASTING ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK BONUS

0

CANTRIPS

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3

PREPARED

SPELL NAME

- Cure Wounds
- Hunter's Mark
- Longstrider
-
-
-
-
-
-
-
-
-
-
-

SPELLS KNOWN

2

4

8

5

9