

Dick Gobbler

CHARACTER NAME

Ranger/Hunter 17

Courtier

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CLASS & LEVEL

BACKGROUND

PLAYER NAME

Elf/Wood Elf

Neutral Good

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

10

0

DEXTERITY

18

+4

CONSTITUTION

11

0

INTELLIGENCE

10

0

WISDOM

18

+4

CHARISMA

18

+4

INSPIRATION

+6 PROFICIENCY BONUS

SAVING THROWS

- +6 Strength
- +10 Dexterity
- 0 Constitution
- 0 Intelligence
- +4 Wisdom
- +4 Charisma

SKILLS

- +4 Acrobatics (Dex)
- +10 Animal Handling (Wis)
- 0 Arcana (Int)
- 0 Athletics (Str)
- +4 Deception (Cha)
- 0 History (Int)
- +10 Insight (Wis)
- +4 Intimidation (Cha)
- 0 Investigation (Int)
- +4 Medicine (Wis)
- 0 Nature (Int)
- +10 Perception (Wis)
- +4 Performance (Cha)
- +10 Persuasion (Cha)
- 0 Religion (Int)
- +4 Sleight of Hand (Dex)
- +4 Stealth (Dex)
- +4 Survival (Wis)

16 **ARMOR CLASS**

+4 **INITIATIVE**

35 **SPEED**

Hit Point Maximum 101

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total HIT DICE

SUCCESSES FAILURES DEATH SAVES

gay as a rainbow flag

PERSONALITY TRAITS

hard dick

IDEALS

only on saturdays

BONDS

flamboyantly gay

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Whip	+10	1d4 +4 slashing

ATTACKS & SPELLCASTING

Glory hole master. 15 guys in 2 hours

- . See the Players Handbook for details.
- . See the Players Handbook for details.
- . See the Players Handbook for details.

Fey Ancestry. You have advantage on saving throws against being charmed and magic can't put you to sleep

Trance. Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is 'trance.') While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become re-exive through years of practice. After resting in this way, you gain the same bene t that a human does from 8 hours of sleep.

Darkvision. Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You 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.

Mask of the Wild. See the Players Handbook for details.

Primeval Awareness. Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Extra Attack. Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Land's Stride. Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You 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, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell

FEATURES & TRAITS

20 PASSIVE WISDOM (PERCEPTION)

Languages. Elvish, Common

Weapon. Simple, Martial, Longsword, Shortsword, Shortbow, Longbow

Armor. Light, Medium

Tools. See the Players Handbook for details.

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

EQUIPMENT



Dick Gobbler

CHARACTER NAME

24 years

AGE

5'8"

HEIGHT

115 lbs.

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Gay elf

CHARACTER BACKSTORY

Hide in Plain Sight. Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Vanish. Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Defensive Tactics. At 7th level, you gain one of the following features of your choice. **Escape the Horde.** Opportunity attacks against you are made with disadvantage. **Multiattack Defense.** When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn. **Steel Will.** You have advantage on saving throws against being frightened.

Natural Explorer. You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, or swamp. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: * 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. You choose additional favored terrain types at 6th and 10th level.

ADDITIONAL FEATURES & TRAITS

TREASURE



Ranger

SPELLCASTING
CLASS

Wis

SPELLCASTING
ABILITY

18

SPELL SAVE DC

+10

SPELL ATTACK
BONUS

0

CANTRIPS

Blank lines for spells at level 0.

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SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

Charm Person SPELL NAME

Blank lines for spells at level 1.

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Blank lines for spells at level 2.

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SPELLS KNOWN