

## Beleg Strongbow



5<sup>th</sup> Edition SRD

Player: Tyler VonMoll

Male wood elf ranger (sept 2016) 6 - CR 2

Neutral Good Humanoid; Deity: **Dio**; Background: **Folk**

**Hero**; Age: **24**; Height: **6'**; Weight: **135lb.**; Eyes: **Brown**;

Hair: **Brown**; Skin: **Tan**

Ability	Score	Modifier	Saving Throw
<b>STR</b> STRENGTH	<b>10</b>	<b>0</b>	<b>+3</b>
<b>DEX</b> DEXTERITY	<b>19</b>	<b>+4</b>	<b>+7</b>
<b>CON</b> CONSTITUTION	<b>14</b>	<b>+2</b>	<b>+2</b>
<b>INT</b> INTELLIGENCE	<b>12</b>	<b>+1</b>	<b>+1</b>
<b>WIS</b> WISDOM	<b>13</b>	<b>+1</b>	<b>+1</b>
<b>CHA</b> CHARISMA	<b>9</b>	<b>-1</b>	<b>-1</b>

**AC** 17 **Initiative** **+4** **Speed** 35 ft

**Proficiency** **+3** **Inspiration**

**HP** 72 **HD** 6d10 **Death Saves**

Damage / Current HP	HD Used	Success/Fail

**Number of Attacks** 2

### Dagger

Main hand: **+7, 1d4+4 piercing** Rng: 20 ft./60 ft.

Ranged: **+9, 1d4+4 piercing** Finesse, Light, Thrown

### Longbow

Ranged, both hands: **+9, 1d8+4 piercing** Rng: 150 ft./600 ft. Ammunition, Heavy, Two-Handed

### Longsword

Main hand: **+3, 1d8 slashing** Versatile

Both hands: **+3, 1d10 slashing**

**+1 Studded Leather**

**+3**



Skill Name	Total	Ability	Prof	Temp
<b>Acrobatics</b>	<b>+4</b>	DEX (4)	-	
<b>Animal Handling</b>	<b>+4</b>	WIS (1)	+3	
<b>Arcana</b>	<b>+1</b>	INT (1)	-	
<b>Athletics</b>	<b>+0</b>	STR (0)	-	
<b>Deception</b>	<b>-1</b>	CHA (-1)	-	
<b>History</b>	<b>+1</b>	INT (1)	-	
<b>Insight</b>	<b>+4</b>	WIS (1)	+3	
<b>Intimidation</b>	<b>-1</b>	CHA (-1)	-	
<b>Investigation</b>	<b>+1</b>	INT (1)	-	
<b>Medicine</b>	<b>+1</b>	WIS (1)	-	
<b>Nature</b>	<b>+4</b>	INT (1)	+3	
<b>Perception</b>	<b>+4</b>	WIS (1)	+3	
<b>Performance</b>	<b>-1</b>	CHA (-1)	-	
<b>Persuasion</b>	<b>-1</b>	CHA (-1)	-	
<b>Religion</b>	<b>+1</b>	INT (1)	-	
<b>Sleight of Hand</b>	<b>+4</b>	DEX (4)	-	
<b>Stealth</b>	<b>+7</b>	DEX (4)	+3	
<b>Survival</b>	<b>+4</b>	WIS (1)	+3	

**Passive Perception: 14**

### Other Proficiencies:

**Tools:** Cartographer's tools; Land vehicles

**Weapons:** Martial weapons; Simple weapons; Longbow; Longsword; Shortbow; Shortsword

**Armor:** Light armor; Medium armor; Shields

## Gear

**Total Weight Carried: 6/150 lbs.,  
(Maximum: 150 lbs)**

+1 Studded Leather	13 lbs
Dagger	1 lb
Land vehicles	-
Longbow	2 lbs
Longsword	3 lbs

## Special Abilities

### Darkvision (60 feet)

Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly

### Dragons

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

### Extra Attack

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

### Favored Enemy

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy commonly encountered in the wilds. Choose a type of favored enemy: beasts, fey, humanoids, monstrosities, or undead.

### Fey Ancestry

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

### Giant Killer

When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

### Giants

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

### Hunter Conclave

Some rangers seek to master weapons to better protect civilization from the terrors of the wilderness. Members of the Hunter Conclave learn specialized fighting techniques for use against the most dire threats, from rampaging ogres and hordes

### Mask of the Wild

You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

### Natural Explorer

You are a master of the natural world, and you react with swift and decisive action when attacked. This grants you the following benefits:

### Rustic Hospitality

You fit in with the commoners, you can easily find a place to hide, rest or recuperate among them, unless you gave them a reason to distrust you. They will help you hide from the law or someone searching for you as long as it doesn't put themselves

### 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

## Tracked Resources

Dagger	<input type="checkbox"/>
Inspiration	<input type="checkbox"/>

## Languages

Common	Elvish
Dwarvish	Giant

## Experience & Wealth

Experience Points: 5/6

Current Cash: **You have no money!**

## Role Playing

**Personality Trait:** Fair - I have a strong sense of fairness and will always listen to both sides of an argument before I can walk away satisfied.

**Personality Trait:** Judge - People's words mean less to me than their actions.

**Ideal:** Sincerity - There is no point in pretending to be something that I am not. Nothing good can come of that.

**Bond:** Roots - I don't want to forget my roots. For that reason I carry my tools as symbols of my past life.

**Flaw:** Tyrant - I am being chased by the tyrant who rules my land. He will stop at nothing to see me killed.

: Tyrant - I stood up for myself and others against a tyrant's agents.

## Spell Slots

2nd level	<input type="checkbox"/>
1st level	<input type="checkbox"/>

## Spells & Powers

**Ranger (Sept 2016) spells known (CL 3rd)**

**Spell Save DC 12 Spell Attack +4**

**2nd—*spike growth***

**1st—*absorb elements, ensnaring strike, hail of thorns***

## Beleg Strongbow – Abilities & Gear

### **Darkvision (60 feet)** Racial Ability, Senses (Elf)

Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

### **Fey Ancestry** Racial Ability (Elf)

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

### **Mask of the Wild** Racial Ability

You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

**Appears In:** 5e Players Handbook

### **Rustic Hospitality** Unknown

You fit in with the commoners, you can easily find a place to hide, rest or recuperate among them, unless you gave them a reason to distrust you. They will help you hide from the law or someone searching for you as long as it doesn't put themselves in harm's way.

### **Trance** Racial Ability (Elf)

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 reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

### **Dragons** Class Ability (Ranger)

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies.

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

You choose one additional favored enemy, as well as an associated language, at 6th and 14th level.

As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

### **Extra Attack** Class Ability (Ranger (Sept 201

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

### **Favored Enemy** Class Ability (Ranger (Sept 201

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy commonly encountered in the wilds. Choose a type of favored enemy: beasts, fey, humanoids, monstrosities, or undead. You gain a +2 bonus to damage rolls with weapon attacks against creatures of the chosen type. Additionally, you have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice, typically one spoken by your favored enemy or creatures associated with it. However, you are free to pick any language you wish to learn.

### **Giant Killer** Class Ability

When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

### **Giants** Class Ability (Ranger)

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies.

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

You choose one additional favored enemy, as well as an associated language, at 6th and 14th level.

As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

### **Hunter Conclave** Class Ability (Ranger (Sept 201

Some rangers seek to master weapons to better protect civilization from the terrors of the wilderness. Members of the Hunter Conclave learn specialized fighting techniques for use against the most dire threats, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

### **Natural Explorer** Class Ability (Ranger (Sept 201

You are a master of the natural world, and you react with swift and decisive action when attacked. This grants you the following benefits:

- You ignore difficult terrain.
- You have advantage on initiative rolls.
- On your first turn during combat, you have advantage on attack rolls against creatures that have not yet acted.

In addition, you are skilled at navigating the wilderness. You gain the following benefits when traveling for an hour or more:

- Difficult terrain doesn't slow your group's travel.
- Your group can become lost except for 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.

## Beleg Strongbow, Ranger (Sept 2016) 6 – Spells

### Absorb Elements

Ranger (Sept 2016) 1

**School:** Abjuration

**Components:** S

**Casting Time:** 1 reaction, when you take acid, cold, fire, lightning, or thunder damage

**Range:** Self

**Duration:** 1 round

Gives resistance to triggering energy type until start of your next turn. Adds 1d6 damage of the same type the first time you hit with a melee attack next turn, ending the spell. At higher levels: Add 1d6 for each slot level above 1.

**Appears In:** Elemental Evil Player's Companion

### Ensnaing Strike

Ranger (Sept 2016) 1

**School:** Conjuration

**Components:** V

**Casting Time:** 1 bonus action

**Range:** Self

**Duration:** up to 1 minute

The next time you hit a creature with a weapon attack before this spell ends, thorny vines appears at the point of impact, and the target must succeed on a Strength saving throw or be restrained by the magical vines until the spell ends. A Large or larger creature has advantage on this saving throw. If the target succeeds on the save, the vines shrivel away.

While restrained by this spell, the target takes 1d6 piercing damage at the start of each of its turns. A creature restrained by the vines or one that can touch the creature can use its action to make a Strength check against your spell save DC. On a success, the target is freed.

**At Higher Levels.** If you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

**Appears In:** 5e Players Handbook

### Hail of Thorns

Ranger (Sept 2016) 1

**School:** Conjuration

**Components:** V

**Casting Time:** 1 bonus action

**Duration:** up to 1 minute

The next time you hit a creature with a ranged weapon attack before the spell ends, this spell creates a rain of thorns that sprouts from your ranged weapon or ammunition. In addition to the normal effect of the attack, the target of the attack and each creature within 5 feet of it must make a Dexterity saving throw. A creature takes 1d10 piercing damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** If you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st (to a maximum of 6 d10).

**Appears In:** 5e Players Handbook

### Spike Growth

Ranger (Sept 2016) 2

**School:** Transmutation

**Components:** V, S, M (seven sharp thorns or seven small twigs, each sharpened to a point)

**Casting Time:** 1 action

**Range:** 150 feet

**Duration:** Concentration, up to 10 minutes

The ground in a 20 foot radius centered on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels.

The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the spell is cast must make a Wisdom (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.