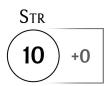
Ghared (Erkan)



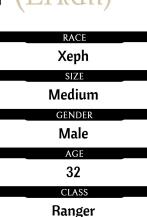
DEX 20 +5

Con 14 +2

INT 10 +0

Wis 14 +2

Сна 10 +0

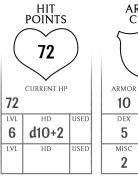




Dark / Gray HEIGHT & WEIGHT

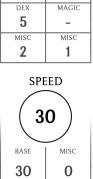
5'12" / 172 lbs







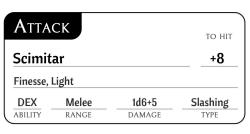
Skills



CLASS

18

10



Атта	CK		то ніт		
Longbow			+8		
Ammunition, Heavy, Two-Handed					
DEX ABILITY	150/600 RANGE	1d8+5	Piercing TYPE		

Атта	CK		то ніт
ABILITY	RANGE	DAMAGE	ТҮРЕ

Proficiency Bonus	SENSES
	Passive Perception: 15
(+3)	
Inspiration	DEATH SAVES

Inspiration	DEATH SAVES			
	Successes Failures	0-0-0		

• STR: **+3** ● DEX: **+8** O Con: **+2** O Int: +0 O Wis: **+2** O CHA: **+0** Armor & Weapons ■ Light■ MediumO Heavy■ Shields ● Simple ● Martial Tools Languages Herbalism Kit Undercommon Karean Elathîî

Abyssal

SAVING THROWS & RESISTANCES

\mathcal{O}	+5	Acrobatics (Dex)
0	+2	Animal Handling (Wis)
9	+0	Arcana (Int)
9	+0	Athletics (Str)
9	+0	Deception (Cha)
9	+0	History (Int)
9	+2	Insight (Wis)
9	+0	Intimidation (Cha)
9	+0	Investigation (Int)
•	+5	Medicine (Wis)
9	+0	Nature (Int)
•	+5	Perception (Wis)
9	+0	Performance (Cha)
9	+0	Persuasion (Cha)
•	+3	Religion (Int)
9	+5	Sleight of Hand (Dex)
•	+8	Stealth (Dex)
•	+5	Survival (Wis)
0	+0	
-		



RACIAL TRAITS

Ability Scores

+1 Dexterity, +1 Intelligence, +1 Charisma

Suspended Hibernation

I can hibernate for 1d100 years.

Quick Adapter

Sunlight sensitivity is removed after spending 3 months in the surface, and is regained after spending 3 months in the underground.

Diring a short rest, I can attune magic items that need a long rest to become attuned.

Sunlight Sensitivity

I have disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight in sunlight.

Superior Darkvision

I have darkvision out to a radius of 90 feet.

Languages and Telepathy

I know Common, Undercommon and can speak telepathically to any creature that can see you within 60 feet. Spells that grant me telepathy instead increase my spell range.

Psionic Magic

See spell sheet for details.

Class features

Fav. Enemy: Humanoids & Fiend

Advantage on Wis (Survival) checks to track them and Int checks to recall info about them.

Nat. Explorer: Desert & Underground

When I make an Int or Wis check related to deserts, my prof. bonus is doubled if I am proficient in the skill.

If I travel one or more hours in deserts:

- We won't be slowed by difficult terrain
- We won't get lost except magical means
- I will always remain alert to danger
- If I am alone, I move stealthily at normal pace
- I find twice as much food when foraging
- Learn more details about creatures I track

Fighting Style: Two-Weapon Fighting I add my ability modifier to off-hand damage.

Spellcasting

I can cast ranger spells that I know.

Primeval Awareness

I use my action and expend a ranger spell slot to sense if the following creatures are present in 1 mile (6 miles in fav. terrain): aberrations, celestials, dragons, elementals, fey, fiends and undead. Lasts 1 min per level of your spell slot.

Hunter's Prey: Colossus Slayer

When I hit a creature with a weapon attack, it takes 1d8 dmg if its HP is below its maximum

Extra Attack

I can attack twice if I use an Attack action.

BACKGROUND FEATURE

Inventory

LB

Keşif

Dranos'un kuzeyindeki sular altında kalmış bir mağaranın derinliklerinde, eski dünyaya ait bir medeniyetten kalmış gizli bir kapı keşfettim. Bu kapıyı benden başka bilenin olduğunu sanmam. Kapının üç çarklı bir mekanizması var ve sanırım bilmeceyi çözmeden onu açmak mümkün değil. Kapıya ulaşabilmek için uzun ve tehlikeli birkaç dalış yapmak gerekiyor. Tehlikeli, çünkü burada derin suları mesken tutmuş bir de su canavarı var.

PERSONALITY TRAITS

Felaket karşısında bile daima sakinimdir.

IDEALS

Bana bahşedilenler herkesle paylaşılmalı. Sadece benim yararıma olmamalı.

BONDS

İnzivamda aradığım aydınlanmanın hâlâ peşindeyim ve ona hâlâ ulaşamadım.

FLAWS

Kaybolmuş bir bilgi için gereğinden fazlasını tehlikeye atarım.

#	LB
#	LB

LB

Attuned Item

Scimitar Longbow Arrows Arrows Leather Armor Sand Strider Clothes SIRT ÇANTASI Herbalism kit Belt pouch Waterskin (full) Blanket Grappling hook Torch Bedroll Tinderbox Mess kit Hempen rope Sorrow Rations (day) 1	2 0 0,05 10 4 5 3 1 5 3 4 1 7 1 1 0 0,2		
Arrows 20 Leather Armor Sand Strider Clothes SIRT ÇANTASI Herbalism kit Belt pouch Waterskin (full) Blanket Grappling hook Torch Bedroll Tinderbox Mess kit Hempen rope 56	5 3 1 1 7 1 1 0 0,2		
Leather Armor Sand Strider Clothes SIRT ÇANTASI Herbalism kit Belt pouch Waterskin (full) Blanket Grappling hook Torch Bedroll Tinderbox Mess kit Hempen rope 56	5 3 1 5 3 4 1 7 1 1 0 0,2		
Sand Strider Clothes SIRT ÇANTASI Herbalism kit Belt pouch Waterskin (full) Blanket Grappling hook Torch Bedroll Tinderbox Mess kit Hempen rope 56	5 3 1 5 3 4 1 7 1 1 0 0,2		
SIRT ÇANTASI Herbalism kit Belt pouch Waterskin (full) Blanket Grappling hook Torch Bedroll Tinderbox Mess kit Hempen rope 56	5 3 1 5 3 4 1 7 1 1 0 0,2		
Herbalism kit Belt pouch Waterskin (full) Blanket Grappling hook Torch Bedroll Tinderbox Mess kit Hempen rope 50	3 1 5 3 4 1 7 1 1 0 0,2		
Herbalism kit Belt pouch Waterskin (full) Blanket Grappling hook Torch Bedroll Tinderbox Mess kit Hempen rope 50	3 1 5 3 4 1 7 1 1 0 0,2		
Herbalism kit Belt pouch Waterskin (full) Blanket Grappling hook Torch Bedroll Tinderbox Mess kit Hempen rope 50	3 1 5 3 4 1 7 1 1 0 0,2		
Herbalism kit Belt pouch Waterskin (full) Blanket Grappling hook Torch Bedroll Tinderbox Mess kit Hempen rope 50	3 1 5 3 4 1 7 1 1 0 0,2		
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Herbalism kit Belt pouch Waterskin (full) Blanket Grappling hook Torch Bedroll Tinderbox Mess kit Hempen rope 50	3 1 5 3 4 1 7 1 1 0 0,2		
Herbalism kit Belt pouch Waterskin (full) Blanket Grappling hook Torch Bedroll Tinderbox Mess kit Hempen rope 50	3 1 5 3 4 1 7 1 1 0 0,2		
Belt pouch Waterskin (full) Blanket Grappling hook Torch Bedroll Tinderbox Mess kit Hempen rope 56	1 5 3 4 1 7 1 1 1 0 0,2		
Waterskin (full) Blanket Grappling hook Torch Bedroll Tinderbox Mess kit Hempen rope 56	5 3 4 1 7 1 1 0 0,2		
Blanket Grappling hook Torch Bedroll Tinderbox Mess kit Hempen rope 56	3 4 1 7 1 1 0 0,2		
Grappling hook Torch Bedroll Tinderbox Mess kit Hempen rope 56	4 1 7 1 1 0 0,2		
Torch Bedroll Tinderbox Mess kit Hempen rope 50	1 7 1 1 0 0,2		
Bedroll Tinderbox Mess kit Hempen rope 56	7 1 1 0 0,2		
Tinderbox Mess kit Hempen rope 56	1 1 0 0,2		
Mess kit Hempen rope 50	1 0 0,2		
Hempen rope 50	0 0,2		
	2		
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Kuşanılmış toplam =	(23)		
Sırt çantası toplam =	(43)		
Do Total			
PP 0 WEIGHT	66		
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	ENCUMBERED		
SP 10 50-	100		
HEAVILY	-100		
1 1 1 101	-100 ENCUMB.		
EP 0 101			
	ENCUMB.		

Ghared (Erkan)		_ Speli	SPELL SLOTS					
•	1 2 2	l Level Sp	ell Level S _F	oell Level	Spell Level	Spell Level	Spell Level	
	anger ATTACK SPELL SAVE MODIFIER DC 4 2	SSED		USED	USED	USED	USED	
1ST LEVEL SPELLS	NOTES	SAVE	SCHOOL	TIME	RANGE	СОМР	DURATION	
O Absorb Elements	Gain res vs. trigger dmg type until your next turn. Gain 1d6 + 1d6 / SL	-	Abju	1 rea	Self	S	1 round	
O Hunter's Mark	1 crea +1d6 dmg from your weapns; adv. on Wis (Perception/Survival)	-	Divn	1 bonus	90 ft	V	1 h (C)	
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2nd Level Spells	NOTES	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	
• Healing Spirit	Spirit can heal a crea, once in a turn per crea, move spirit with bns act	-	Conj	1 bonus	60	V, S	1 min C	
o Silence	20 ft sphere, deafens insiders, immune to thunder dmg, can't cast V		Illus	1 act	120	V, S	10 min C	
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3rd Level Spells	NOTES	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	
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4TH LEVEL SPELLS	NOTES	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	
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5TH LEVEL SPELLS	NOTES	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	
0								
0						<u></u>		
Spellcasting Class: X	eph							
ABILITY PREPARE N	ATTACK SPELL SAVE DC DC							
Int _	+2 10							
Visious Modroms (NOTES	SAVE Wis	SCHOOL Ench	TIME	RANGE 60	1	DURATION	
Vicious Mockery (cantrip) Dissonant Whispers (1/day)	1 crea hears you, 2d4 psychic dmg, disadv on next atk, ends with turn 1 crea hears you, 3d6 + 1d6/SL psychic dmg, uses reaction to get away	Wis	Ench	1 act 1 act	60	V	Inst Inst	
Detect Thoughts (1/day)	Learn surface thoughts of a creature you can see in 30 ft, Int 3+	-	Divn	1 act	Self	V, S, M	1 min C	