

Ghared (Erkan)

STR

10

+0

DEX

20

+5

CON

14

+2

INT

10

+0

WIS

14

+2

CHA

10

+0

RACE

Xeph

SIZE

Medium

GENDER

Male

AGE

32

CLASS

Ranger

LEVEL

6

EXPERIENCE

14.000

BACKGROUND

Hermit

ALIGNMENT

Chaotic Good

FAITH

No known faith

NATIONALITY

Thernysia

HAIR & EYES

Dark / Gray

HEIGHT & WEIGHT

5' 12" / 172 lbs



HIT POINTS

72

CURRENT HP

72

LVL	HD	USED
6	d10+2	
LVL	HD	USED

ARMOR CLASS

18

ARMOR	SHIELD
10	-
DEX	MAGIC
5	-
MISC	MISC
2	1

INITIATIVE

+5

DEX	MISC
5	-

SPEED

30

BASE	MISC
30	0

ATTACK

TO HIT

Scimitar

+8

Finesse, Light

DEX	Melee	1d6+5	Slashing
ABILITY	RANGE	DAMAGE	TYPE

ATTACK

TO HIT

Longbow

+8

Ammunition, Heavy, Two-Handed

DEX	150/600	1d8+5	Piercing
ABILITY	RANGE	DAMAGE	TYPE

ATTACK

TO HIT

ABILITY	RANGE	DAMAGE	TYPE
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PROFICIENCY BONUS

+3

SENSES

Passive Perception: 15

INSPIRATION

DEATH SAVES

Successes	O-O-O
Failures	O-O-O

SAVING THROWS & RESISTANCES

● STR: +3 ● DEX: +8 ○ CON: +2

○ INT: +0 ○ WIS: +2 ○ CHA: +0

ARMOR & WEAPONS

● Light ● Medium ○ Heavy ● Shields

● Simple ● Martial

TOOLS

Herbalism Kit

LANGUAGES

Undercommon

Karean

Elathī

Abyssal

SKILLS

○ +5 Acrobatics (Dex)

○ +2 Animal Handling (Wis)

○ +0 Arcana (Int)

○ +0 Athletics (Str)

○ +0 Deception (Cha)

○ +0 History (Int)

○ +2 Insight (Wis)

○ +0 Intimidation (Cha)

○ +0 Investigation (Int)

● +5 Medicine (Wis)

○ +0 Nature (Int)

● +5 Perception (Wis)

○ +0 Performance (Cha)

○ +0 Persuasion (Cha)

● +3 Religion (Int)

○ +5 Sleight of Hand (Dex)

● +8 Stealth (Dex)

● +5 Survival (Wis)

○ +0

ACTIONS

USES RENEW

Primewal Awareness

(slot) -

BONUS ACTIONS

USES RENEW

Off-Hand Attack

- -

REACTIONS

USES RENEW

SPECIAL

USES RENEW

151-300

Ghared (Erkan)

SPELLCASTING CLASS: **Ranger**

CASTING ABILITY	TO PREPARE	ATTACK MODIFIER	SPELL SAVE DC
Wis	-	+5	13

SPELL SLOTS								
Spell Level 1	Spell Level 2	Spell Level 3	Spell Level 4	Spell Level 5	Spell Level 6	Spell Level 7	Spell Level 8	Spell Level 9
1	2	3	4	5	6	7	8	9
4	2							
USED	USED	USED	USED	USED	USED	USED	USED	USED

1ST LEVEL SPELLS

	NOTES	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION
<input type="radio"/> Absorb Elements	Gain res vs. trigger dmg type until your next turn. Gain 1d6 + 1d6 / SL	-	Abju	1 rea	Self	S	1 round
<input type="radio"/> Hunter's Mark	1 crea +1d6 dmg from your weapns; adv. on Wis (Perception/Survival)	-	Divn	1 bonus	90 ft	V	1 h (C)
<input type="radio"/>							
<input type="radio"/>							
<input type="radio"/>							
<input type="radio"/>							
<input type="radio"/>							

2ND LEVEL SPELLS

	NOTES	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION
<input type="radio"/> 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
<input type="radio"/> Silence	20 ft sphere, deafens insiders, immune to thunder dmg, can't cast V		Illus	1 act	120	V, S	10 min C
<input type="radio"/>							
<input type="radio"/>							
<input type="radio"/>							
<input type="radio"/>							

3RD LEVEL SPELLS

	NOTES	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION
<input type="radio"/>							
<input type="radio"/>							
<input type="radio"/>							
<input type="radio"/>							
<input type="radio"/>							

4TH LEVEL SPELLS

	NOTES	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION
<input type="radio"/>							
<input type="radio"/>							
<input type="radio"/>							
<input type="radio"/>							

5TH LEVEL SPELLS

	NOTES	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION
<input type="radio"/>							
<input type="radio"/>							

SPELLCASTING CLASS: **Xeph**

CASTING ABILITY	TO PREPARE	ATTACK MODIFIER	SPELL SAVE DC
Int	-	+2	10

	NOTES	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION
Vicious Mockery (cantrip)	1 crea hears you, 2d4 psychic dmg, disadv on next atk, ends with turn	Wis	Ench	1 act	60	V	Inst
Dissonant Whispers (1/day)	1 crea hears you, 3d6 + 1d6/SL psychic dmg, uses reaction to get away	Wis	Ench	1 act	60	V	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