



Erik Von Killjoy

Ranger 18 (Gloom Stalker)

CLASS & LEVEL

Human

RACE/ANCESTRY/HERITAGE

286,200

EXPERIENCE POINTS

Spy

BACKGROUND

Convention Player

PLAYER NAME

Crimson Conspiracy Ch1

CAMPAIGN or PLAYER ID

STR
+2
15

+6 PROFICIENCY BONUS

ARMOR CLASS (AC)

INITIATIVE

SPEED

22

+9

30 ft.

FEATURES, TRAITS & MORE

Alignment: Lawful Good. I do what's right as expected by society to promote order and compassion for all.

Spy Background [PHB p. 129]

- **Feature:** Criminal Contact.
- **Tech:** Medieval / Steel Age.
- **Traits:** Bossy Flirtatious
- **Ideal:** In it for pay, no loyalties.
- **Bond:** Avenge slain father.
- **Flaw:** Blackmailer

Human Traits [PHB p. 29]

- Creature Type: Humanoid
- Age: 48 years old
- Medium Size (5' 11", 215 lbs.)

Ranger Class Features [PHB p. 90, XGtE p. 41]

- Favored Enemy: Beasts, Dragons and Monstrosities (adv. on Survival checks to track, Intelligence to recall lore)
- Natural Explorer: Forests, Swamps and Mountains (double proficiency bonus on Wisdom and Intelligence on favored terrain)
- Primeval Awareness (spell slots to sense creatures in 1 mile, or 6 miles in favored terrain)
- Dread Ambusher (initiative bonus, speed +10 feet and extra attack with +1d8 damage on first round)
- Umbral Sight (darkvision 60 feet)
- Extra Attack (2/attack)
- Iron Mind (Wisdom save proficiency)
- Land's Stride (not slowed by terrain, adv. vs. entangling plants)
- Hide In Plain Sight (+10 to Stealth)
- Stalker's Flurry (once on turn, attack another target on a miss)
- Vanish (hide as bonus action, cannot be tracked without magic)
- Shadowy Dodge (if not targeted with advantage, use reaction to give attacker disadvantage)
- Feral Senses (no disadv. to attack invisible foes, sense invisibles in 30 feet)

SAVING THROWS

- +8 Strength Saves *
- +12 Dexterity Saves *
- +4 Constitution Saves
- +2 Intelligence Saves
- +9 Wisdom Saves *
- +2 Charisma Saves
- * Prof. bonus added

Armor Worn: leather armor

HIT POINTS

HIT DICE

184

18d10

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Extra Attack. When making an Attack action, you may make two attacks rather than one.

2x Shortsword +4. Melee Weapon Attack: +16 to hit, reach 5 ft. Hit: 1d6+10 piercing damage.

Longbow +3. Ranged Weapon Attack: +15 to hit. Hit: 1d8+9 piercing damage. (Normal range to 150 ft.; disadvantage long range 151 to 600 ft. Must be used two-handed.)

MAGIC, FEATS & SPECIAL ATTACKS

Feats - see next page

Fighting Style: Defense. In armor, gain +1 to AC.

EQUIPMENT & TREASURE

Magic Items [DMG p. 135]

- Quiver of Ehlonna Pg. 291 2024 DMG
- cloak of elvenkind
- goggles of night
- potion of gaseous form
- 2x potion of superior healing (8d4+8 hp)
- potion of healing (2d4+2 hp)
-

Coins & Gems: 42,514 gold pieces (gp); 26 silver pieces (sp); 70 copper pieces (cp); 4 gems (worth 1,000 gp each)

CON
+4
19

SKILLS

- +6 Acrobatics (Dex)
- +3 Animal Handling (Wis)
- +2 Arcana (Int)
- +8 Athletics (Str) *
- +8 Deception (Cha) *
- +2 History (Int)
- +3 Insight (Wis)
- +2 Intimidation (Cha)
- +2 Investigation (Int)
- +3 Medicine (Wis)
- +2 Nature (Int)
- +9 Perception (Wis) *
- +2 Performance (Cha)
- +2 Persuasion (Cha)
- +2 Religion (Int)
- +6 Sleight of Hand (Dex)
- +12 Stealth (Dex) *
- +9 Survival (Wis) *

INT
+2
14

WIS
+3
16

CHA
+2
15

19 PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: light armor, medium armor, shields

Weapons: simple weapons, martial weapons

Tools: disguise kit, thieves' tools

Saving Throws: Strength, Dexterity, Wisdom

Skills: Athletics, Deception, Perception, Stealth, Survival

Languages: Common, Elvish, Giant, Gnomish, Draconic

ENCUMBRANCE

Lifting & Carrying: 225 lbs. max. carrying capacity; 450 lbs. pushing or dragging (speed -5 ft.); 450 lbs. max. lift.

MAGIC SPELLS

Spellcasting [PHB p. 201]

Spell Attack Modifier +9
Spell Save DC 17

Cantrips Known: No Ranger cantrips

Prepared Spells

1st Level (4 slots): *Disguise Self, Detect Magic, Fog Cloud, Animal Friendship, Cure Wounds*

2nd Level (3 slots): *Rope Trick, Lesser Restoration, Beast Sense*

3rd Level (3 slots): *Fear, Conjure Animals*

4th Level (3 slots): *Greater Invisibility, Locate Creature*

5th Level (1 slot): *Seeming, Commune with Nature, Conjure Volley*

PLAYING THE GAME

- The Dungeon Master (DM) describes a scene and players take turns describing their characters' responses.
- For ability checks, saving throws, and attack rolls, roll 1d20 + one ability modifier + proficiency bonus (if proficient in task). The higher the total, the better the effort. The DM tracks minimum totals needed for successful results.
- For initiative rolls, roll 1d20 + Initiative (Dex) modifier. Higher totals act before lower totals in the same 6-second round.
- During a turn, a character or creature may do 1 movement, 1 action and up to 1 bonus action. Between turns, do up to 1 reaction.
- Advantage: Roll two d20s and use the higher result. Disadvantage: Roll two d20s and use the lower result.
- On attack rolls only, a "natural 20" is always a critical hit, while a "natural 1" is always a miss.
- Saving throws are rolled as needed at any time due to attacks, spells, or hazards.
- A character may die if failing three death saves while at 0 hit points, gaining 6 levels of exhaustion, or suffering certain deadly spells and hazards.
- Specific traits, features, spells, and magic items may create exceptions to any rules.

FEATS

Lucky Feat [PHB p. 167]: Reroll one of your attacks, ability checks or saves, or an attack on you, three different times betw. long rests.

Mage Slayer Feat [PHB p. 168]: Reaction to attack spellcaster within 5 feet, hit spellcasters have disadv. on concentration, you get adv. to save vs. spells cast within 5 feet.

Resilient Feat [PHB p. 168]: Proficiency on Dexterity saves.

ACTIONS (1 per turn)

- **Attack:** Roll to hit, melee or ranged. Some classes and creatures make extra attacks at higher levels with this action.
- **Cast Spell:** If casting time 1 action.
- **Dash:** Double Speed this turn.
- **Disengage:** Avoiding all opportunity attacks while moving; "defensive retreat."
- **Dodge:** Give attackers disadvantage.
- **Escape:** Try to break free from grapple.
- **Grapple:** Special melee attack.
- **Help:** Give an ally advantage on one ability check or attack roll.
- **Hide:** Stealth allowed only if unobserved.
- **Ready:** Plan to take action as reaction when trigger occurs.
- **Search:** Perception or Investigation check.
- **Shove:** Special melee attack.
- **Stabilize:** DC 10 Medicine check to aid 0 h.p. dying creature; automatic success if using healer's kit.
- **Use Object:** Pick a lock, activate magical item, cover a hooded lantern, etc.
- **Use Potion:** Drink or administer.
- **Use Shield:** Equip or drop a shield.

BONUS ACTIONS (up to 1 per turn)

- **Offhand Attack:** If doing Attack as action, may make one attack this turn if light weapon in other hand.
- **Cast Spell:** If casting time 1 bonus action.

MORE EQUIPMENT

Carried Gear [PHB, p. 143]: leather armor +4 (AC 15), two (2) shortswords, longbow and 20 arrows, belt pouch, crowbar, set of dark common clothes with hood. (This load is about 31 lbs.; add 1 lb. per 50 coins carried.)

MOVEMENTS (limited by Speed)

- **Move:** Distance equal to Speed.
- **Crawl, Climb, Swim, Squeeze, Move Across Difficult Terrain or Move While Grappling:** "Half speed," uses up 10 ft. of Speed per 5 ft. distance.
- **Drop Prone:** No cost to Speed.
- **Stand Up:** From Prone position/condition, costs half Speed that turn.
- **Take Cover:** At end of move, half cover gives +2 to Armor Class and Dexterity saving throws; three-quarter cover gives +5 AC and Dex saves.

REACTIONS (1 between turns)

- **Cast Spell:** If casting time 1 reaction.
- **Opportunity Attack:** May make one attack if enemy moves out of reach.
- **Readied Action:** After trigger occurs, else action wasted.

FREE ACTIONS

- **Concentration (Maintain A Spell):** Ends if caster starts another concentration spell, or the caster is incapacitated, stunned, unconscious, or killed. If caster takes damage, a Constitution saving throw is needed to avoid immediately ending spell. DC is equal to 10 or half damage taken, whichever is greater. Each hit needs a separate saving throw check.
- **Interacting With An Object:** Generally part of another Movement or Action. Examples: Draw one weapon, drop a held object, or open an unlocked door.