

DCI



Tegahsweangalolis

Iroquois

CHARACTER NAME

2 Ranger  
LEVEL & CLASS

PLAYER NAME

Fur Trader  
BACKGROUND Moose

Scout  
RACE

300  
EXPERIENCE

900  
Next Level

**STRENGTH**

**+3**

16

**DEXTERITY**

**+2**

14

**CONSTITUTION**

**+2**

14

**INTELLIGENCE**

**0**

10

**WISDOM**

**+2**

14

**CHARISMA**

**-1**

8

**RESISTANCES**

RESISTANCES

SAVING THROWS

**SKILLS**

- +2 Acrobatics (Dex)
- +4 Animal Handling (Wis)
- 0 Arcana (Int)
- +5 Athletics (Str)
- 1 Deception (Cha)
- 0 History (Int)
- +2 Insight (Wis)
- 1 Intimidation (Cha)
- 0 Investigation (Int)
- +2 Medicine (Wis)
- 0 Nature (Int)
- +4 Perception (Wis)
- 1 Performance (Cha)
- 1 Persuasion (Cha)
- 0 Religion (Int)
- +2 Sleight of Hand (Dex)
- +4 Stealth (Dex)
- +2 Survival (Wis)
- +2 Vehicles (water) (Int)

**20** MAXIMUM HIT POINTS

**+2** PROFICIENCY BONUS

**13** ARMOR CLASS

Temporary Hit Points:

**4** INITIATIVE

**4** CURRENT HIT POINTS

SUCCESSSES: 3

FAILURES: 0

DEATH SAVES: 0

LEVEL: 2, DIE: d10+2, USED: 0

HIT DICE: 20

ENCUMBERED: 20 ft

30 ft SPEED

**LIMITED FEATURES**

FEATURE	MAX	RECOVER	USED
Wampumpeag	1	SR	

**ARMOR**

AC: **11**

DESCRIPTION: **Wool Matchcoat**

Shield:

Dex: **2** Medium Armor  Heavy Armor

Magic:

Misc:

**INSPIRATION**

**12** ABILITY SAVE DC **WISDOM**

**PROFICIENCIES**

ARMOR:  Light  Medium  Heavy  Shields

WEAPONS:  Simple  Martial  Other Weapons:

LANGUAGES: English, Anishinaabe, Iroquoian, Munsee

TOOLS & OTHERS: Vehicles (water), Leatherworker's tools

**14** PASSIVE WISDOM (PERCEPTION)

Darkvision 60 ft

**SENSES**

**ACTIONS**

ACTIONS	BONUS ACTIONS	REACTIONS
Attack		Wampumpeag

**AMMUNITION**

16 arrows

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16 arrows

**ATTACKS: WEAPONS & CANTRIPS**

ATTACK NAME	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Handaxe x2	Melee, 20/60 ft	+5	1d8+3	Slashing
Light, thrown;				
DESCRIPTION				
Cavalry Carbine	50/200 ft	+4	2d10+2	Piercing
Two-handed, reload 1, misfire 1				

Ranger, level 2:

- Favored Enemy (Ranger 1, SRD 35) [1 favored enemy]  
Use the "Choose Feature" button above to add a favored enemy to the third page  
When selecting a favored enemy, I also learn one of the languages it speaks  
I have adv. on Wis (Survival) checks to track and Int checks to recall info about them
- Natural Explorer (Ranger 1, SRD 36) [1 favored terrain]  
Use the "Choose Feature" button above to add a favored terrain to the third page
- Two-Weapon Fighting Style (Ranger 2, SRD 36)  
I can add my ability modifier to the damage of my off-hand attacks
- Spellcasting (Ranger 2, SRD 36) [2 spells known]  
I can cast ranger spells that I know, using Wisdom as my spellcasting ability

CLASS FEATURES

I am more comfortable sitting in a bush for hours than I am sitting in a drawing room for five minutes. I find myself looking for tracks or trails even in urban areas.

PERSONALITY TRAITS

Knowledge. I take great pride in learning the lay of the land and the movements of animals. (Any)

IDEALS

This is my ancestral land, and I know it better than anyone.

BONDS

I'm unscrupulous about undercutting other traders.

FLAWS

Feature Name: **Where Animals Roam**

Long expeditions hunting game have taught me to rely on yourself. When I forage for food and water, I can always find food for myself and up to five other people each day, provided that the land offers game, fowl, or fish. Any unused portions can be made into to a half day's rations for later use. When I encounter signs of wild animals, I can automatically tell the likely species and number.

BACKGROUND FEATURE

Traditional Weapons: I increase the damage I deal with the shortbow, longbow, and simple melee weapons by one die step. When I score a critical hit with these weapons, I can roll one additional damage dice and add it to the extra damage.

Wampumpeag: Every wampum belt I possess has a specific meaning. When facing a circumstance described by my wampum, I can invoke it as a reaction once per short rest to gain inspiration.

Swiftess: I have +2 bonus to initiative rolls. I can never be surprised

RACIAL TRAITS

ADVENTURING GEAR	#	LB
Leatherworker's tools		5
Healer's kit		3
Animal pelts worth £ 2		
Hunting trap	1	25
Backpack, with:		5
- Bedroll		7
- Mess kit		1
- Tinderbox		1
- Torches	10	1
- Rations, days of	10	2
- Waterskin		5
- Hempen rope, feet of	50	0.2
Wampum belts:		
"The Trail Leads Onward"		
"In the Lair of the Beast"		
SUBTOTAL		92

ADVENTURING GEAR	#	LB
BACK: Woodland cloak		8
I can attempt to hide even when I am only lightly obscured by foliage, heavy rain, falling snow, mist, or other natural phenomena.		
CHEST:		
WAIST: Belt loops		0.5
I can equip 2 additional one-handed weapons.		
FEET:		
SUBTOTAL		8.5

EQUIPMENT



	CP
	SP
	EP
	GP
	PP

WEIGHT CARRIED  
122 lb

CARRYING CAPACITY  
240 lb  
PUSH/DRAW/LIFT  
241 - 480 lb



**Tegahsweangalolis**  
CHARACTER NAME

1ST LEVEL | 2ND LEVEL | 3RD LEVEL | 4TH LEVEL | 5TH LEVEL | 6TH LEVEL | 7TH LEVEL | 8TH LEVEL | 9TH LEVEL

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SPELL SLOTS

**RANGER GAMBITS**

**Wisdom**  
SPELLCASTING ABILITY

**+4**  
ATTACK MODIFIER

**DC 12**  
SAVING THROW DC

1ST LEVEL										
SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.	
Escalade	Climb cost no extra move; adv. on Str(Athletics) & grant to allies; action: hoist Large crea & obj half spee—	Trans	1	a	Self	S,M	Conc, 10 min			
Hunter's Mark	1 crea +1d6 dmg from my weapon atks; adv. Wis (Perception/Survival) vs. target; SL3: 8h; SL5: 24h	—	Div	1	bns	V	Conc, 1 h	R	155	