

NAME: _____
 CLASS: Ranger
 BACKGROUND: Veteran (Crusader, 6th Crusade of Light)
 RACE: Black Talon Ss'ressen
 NATIONALITY: Milandir (Sulfur Marsh)
 CHURCH: Milandric Church
 DEITY: The Fire Dragon
 LEVEL: 1st

ABILITY SCORES

	SCORE	BONUS	SAVING THROWS
STRENGTH:	16	+3	+5 <input checked="" type="checkbox"/>
DEXTERITY:	12	+1	+3 <input checked="" type="checkbox"/>
CONSTITUTION:	14	+2	+2 <input type="checkbox"/>
INTELLIGENCE:	12	+1	+1 <input type="checkbox"/>
WISDOM:	14	+2	+2 <input type="checkbox"/>
CHARISMA:	8	-1	-1 <input type="checkbox"/>
BLOODRANK	0		

PROFICIENCY BONUS	+2	SPEED	30'
PASSIVE PERCEPTION	14	SPECIAL:	0

SKILLS	
SKILL (PRIMARY ABILITY)	TOTAL BONUS
Acrobatics (Dex)	+1
Animal Handling (Wis)	+2
Arcana (Int)*	+3
Athletics (Str)*	+5
Deception (Cha)	-1
History (Int)	+1
Insight (Wis)	+2
Intimidation (Cha)	-1
Investigation (Int)	+1
Medicine (Wis)	+1
Nature (Int)	+1
Perception (Wis)*	+4
Performance (Cha)	-1
Persuasion (Cha)	-1
Religion (Int)	+1
Sleight of Hand (Dex)	+1
Stealth (Dex)*	+3
Survival (Wis)*	+4
* Trained skill	
OTHER PROFICIENCIES	
Herbalism Kit	

LANGUAGES	
Ss'ressen	
Milandisian	
Low Coryani	
Infernal	
LITERATE? <input type="checkbox"/>	

PERSONALITY TRAITS

I have no use for wealthy or well-mannered people. The only thing important in life is to eat, mate and kill, not necessarily in that order.

IDEALS

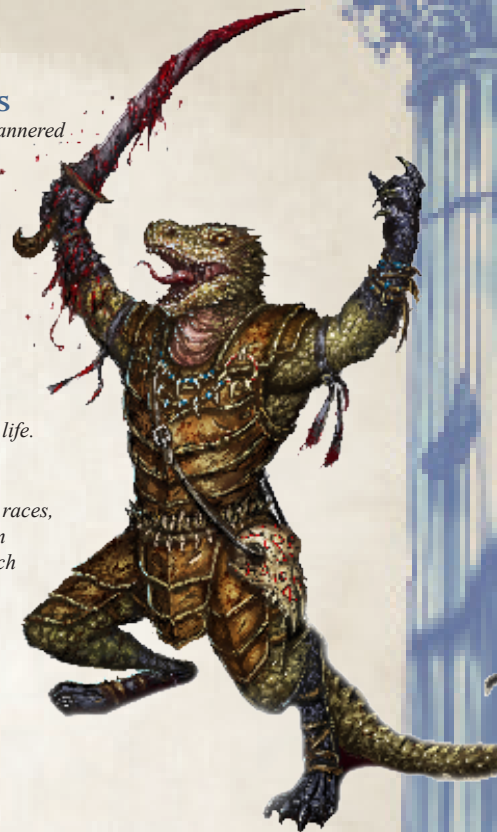
Honor. If I dishonor myself, I dishonor my egg clutch.

BONDS

My egg clutch and my Matriarchs are the most important things in my life.

FLAWS

I am slow to trust members of other races, though I am loyal to the Milandisian Crown because the Mother Matriarch commands it.



DEFENSES & HEALTH

ARMOR CLASS	14	TEMP HP		CURRENT HP	
HIT POINTS	12				
HIT DICE	1D10			DEATH SAVES	
				MADE <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> FAILED	

ATTACKS & SPELL CASTING

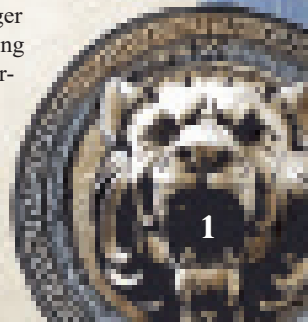
ATTACK	TO HIT	DAMAGE	SPECIAL/RANGE
SCIMITAR	+5	1D6+4 (S)	
Finesse, light			
CLAWS	+5	1D4+4 (S)	
Finesse, light			
LONG BOW	+3	1D8+1 (P)	150'/600'
heavy, two-handed (20 arrows)			

FIGHTING STYLE (TWO-WEAPON FIGHTING)

Upon reaching 2nd level, when you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack. Additionally, you can draw or stow two one-handed weapons when you would normally be able to draw or stow one.

QUARRY

Upon reaching 2nd level, you may, as a bonus action, choose one target you can clearly see as your quarry. The creature remains your quarry for a number of days equal to your ranger level or until you choose a new quarry. When tracking your quarry, you gain advantage on all Wisdom (Survival) checks. Once per turn, when you make an attack against your quarry with a melee or ranged weapon, you deal an additional 1d6 damage of your weapon's type.



EQUIPMENT:

Explorer's Pack

Includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it and a Herbalism Kit.

You possess an iron cloak pin that indicates you took part in the 6th Crusade of light. An insignia of rank (Private), a trophy from a past campaign (Holy Symbol of the Fire Dragon carved out of Infernal bone), a set of common clothes, and a belt pouch containing 10 gp.

Chain Shirt, Scimitar, 2 Daggers, Long Bow
(20 Arrows)

RANGER ABILITIES

Favored Enemy: Undead

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them such as their habits or capabilities. *Additionally, you gain a +2 bonus on weapon damage rolls against them.*

Natural Explorer: Swamp

When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

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

SKIRMISHER

Starting at 3rd level, while in one of your favored terrains you can use the Hide action as a bonus action on your turn.

HERB CRAFT

At 2nd level you have acquired a wealth of herbal lore, which becomes quite useful in healing common ailments and treating wounds.

When you forage for food while traveling, you may also gather a number of herbal

bundles equal to your proficiency bonus. If you only forage for herbs, you can find an additional 1d6 herbal bundles.

Without a herbalism kit, freshly cut herb bundles will lose their potency within 3 days. You can use a herbalism kit to preserve your harvest, making your herbal bundles last an additional number of days equal your ranger level.

You can store only a number of herbal bundles equal to your level in this class + your Wisdom modifier.

You can use your herbal bundles in the following ways:

Ointment of Healing: As an action, you use 1 or more herbal bundles to apply a healing poultice to a creature. Roll a number of d4's equal to the number of herbal bundles you used to create the poultice (up to a maximum number of bundles equal to your proficiency bonus) and add your Wisdom modifier; the creature you apply the poultice to regains that many hit points. Any creature treated with an ointment of healing cannot benefit from another until they complete a long rest.

The die rolled for your ointment's healing increases as you gain levels in this class, becoming d6's at 5th level, d8's at 10th, and d12's at 15th.

Refreshing Tea: You may prepare a special tea to speed up natural healing. You must use 1 herbal bundle for every six creatures that will drink this tea. Any creature that does so and regains hit points at the end of the short rest also gains an additional 1d6 hit points. This die increases as you gain higher levels, becoming 1d8 at 5th level, 1d10 at 10th, and 1d12 at 15th.

Upon Reaching 3rd level you gain the following ability:

Hunter's Prey, Colossus Slayer: Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

BLACK TALON SS'RESSEN

Ss'ressen are a sub-race of ssethric, often used as slave masters or elite shock troops by the serpentine empire. One of the mightiest tribes of ss'ressen, known as the Black Talon egg clutch, rankled under the decadent evils of the empire and fed their lands, settling in the swamps of Milandir. Theirs is a matriarchal society, where the females hold the positions of political and spiritual leadership – not to mention controlling breeding rights – while the males are the workers, hunters, and warriors of the Clutch.

BLACK TALON SS'RESSEN TRAITS

Ability Score Increase: If you are male, your Strength score increases by 2 and your Dexterity score increases by 1. If female, your Dexterity score increases by 2, and your Wisdom score increases by 1.

Age: Ss'ressen mature much faster than humans. Though ss'ressen reach maturity at age 8, their duties and obligations to the clutch extend for 16 years. Ss'ressen heroes start their careers at age 24, and do not retire from the adventuring life until well into their 60's, though few live to reach such an age.

Size: Females stand between 5 feet 5 inches and 5 feet 9 inches in height and weigh between 150 to 180 lbs. On average, the males stand between 5 feet 10 inches and 6 feet 2 inches and weigh between 250 and 300 lbs. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Darkvision: Your race has a wider range of vision than humans. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Cold Susceptibility: When exposed to temperatures below 40 degrees Fahrenheit for more than 1 minute, you suffer disadvantage on all Strength, Dexterity, and Constitution ability checks and saving throws until you spend 1 minute in warmer temperatures.

Controlled Breeding: The matriarchs in charge of the hatcheries closely monitor and control the development of the eggs, both before, during and after hatching. Heat plays a crucial role in determining the sex of a ss'ressen hatchling, so by adjusting the position of eggs, matriarchs can control the ratio of females to males in their society.

Heat affects the developing ss'ressen in other ways, and female hatchlings tend to mature into ss'ressen that are more intelligent and insightful. Female ss'ressen are the only ss'ressen who have ever been born with the gift for arcane magic.

More as a factor of their matriarchal society rather than any biological factor, only female ss'ressen are taught the rituals and doctrines of the Fire Dragon. No male ss'ressen can become a cleric. Male ss'ressen may become shamans, but must honor Jeggal Sag.

Natural Weapon: Ss'ressen possess sharp claws which they can use as natural weapons. Your claws deal 1d4 slashing damage and are considered both finesse and light weapons. Upon reaching 6th level your claws deal 1d6 damage.

Natural Armor: When you aren't wearing armor, your AC equals 12 + your Dexterity modifier. You can wield a shield and still gain this benefit.

Saurian Tail: Whenever you make an Acrobatics or Athletics check related to balancing, jumping, or swimming, you are considered proficient in the applicable skill. If you are already proficient in Acrobatics or Athletics your proficiency bonus is doubled when making such checks, due to the balance and support provided by your tail.

Ss'ressen Frenzy: Any time you come within 30 feet of another ss'ressen from a different and unrelated egg clutch you must make a successful DC 10 Wisdom saving throw or fly into an uncontrollable Frenzy.

While in a frenzy you will do everything in your power to destroy the members of the egg clutch that triggered your frenzy. You gain advantage on melee weapon attack rolls using Strength, while suffering disadvantage on any attack roll or ability check that is not directed at the ss'ressen who triggered your frenzy. For the duration of your frenzy all attack rolls against you have advantage. At the end of each of your turns, you can attempt a new Wisdom saving throw. If you succeed, your frenzy ends. Your frenzy also ends when there are no living ss'ressen of an unrelated egg clutch within 30 feet or a ssanu comes within 30 feet, as they can consciously suppress the pheromones causing the frenzy.

If you succeed on the Wisdom saving throw, you can control yourself, for now. For the next hour, you can resist the maddening scent of the egg clutch whose members triggered your frenzy. If you come across ss'ressen of a different egg clutch, you must make a new Wisdom saving throw, or fly into a frenzy once more.

Languages and Literacy: You speak Milandisian and Ss'ressen. You also speak a number of additional languages equal to your Intelligence modifier. You are not literate, though literacy as well as additional languages can be acquired through your chosen background.