

Artinoq, Atzocan Archer

CHARACTER NAME

Ranger (Beast Master) Soldier

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human

Lawful Good

RACE

ALIGNMENT

EXPERIENCE POINTS

+2

PROFICIENCY BONUS

INSPIRATION

14

- ◆ +4 SAVING THROWS
- +4 ATHLETICS

+2

STRENGTH

16

- ◆ +5 SAVING THROWS
- +3 ACROBATICS
- +3 SLEIGHT OF HAND
- +5 STEALTH

+3

DEXTERITY

13

- ◆ +1 SAVING THROWS

+1

CONSTITUTION

9

- ◆ -1 SAVING THROWS
- -1 ARCANA
- -1 HISTORY
- -1 INVESTIGATION
- -1 NATURE
- -1 RELIGION

-1

INTELLIGENCE

15

- ◆ +2 SAVING THROWS
- +4 ANIMAL HANDLING
- +2 INSIGHT
- +2 MEDICINE
- +4 PERCEPTION
- +4 SURVIVAL

+2

WISDOM

11

- ◆ +0 SAVING THROWS
- +0 DECEPTION
- +0 INTIMIDATION
- +0 PERFORMANCE
- +0 PERSUASION

+0

CHARISMA

14

PASSIVE WISDOM (PERCEPTION)

16

ARMOR CLASS

+3

INITIATIVE

30 ft.

SPEED

HIT POINT MAXIMUM 32

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 4d10

1d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Jade longsword	+4	1d8 (1d10) + 2 slashing
Feathered Longbow	+7	1d8 + 3 piercing
Unarmed	+1	1 + 1 bludgeoning

Ranger spellcasting:
Spell save DC 12
Spell attack modifier +4

Spells known: cure wounds, hunter's mark, speak with animals

Spell slots: 3 1st level

Sharkbait (velociraptor): AC 13, hp 16, bite +4 to hit (1d6 +2 piercing damage), claw +4 to hit (1d4 + 2 slashing damage), multiattack (action to use bite and claw), pack tactics (advantage on attack roll when allies are within 5 feet of target), Perception +3

ATTACKS & SPELLCASTING

Solider Features:
Military Rank (PH page 140)

Ranger Features (PH page 91):
Spellcasting
Favored Enemy (goblins, merfolk)
Natural Explorer (forest)
Archery Fighting Style (already calculated)
Primeval Awareness

Beast Master Features (PH page 93):
Ranger's Companion (velociraptor named Sharkbait; takes its turn on your initiative)

FEATURES & TRAITS

Languages: Common, Merfolk

Tools: Dice (gaming set), vehicles (land)

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

OTHER PROFICIENCIES & LANGUAGES

Jade longsword (trophy from merfolk tribe), feather-adorned longbow, 30 arrows, chain shirt, rank insignia (second commander), mummified goblin hand, backpack, bedroll, mess kit, tinderbox, 10 torches, waterskin, 50 feet of hempen rope

Artinoq serves as a scout in the Emperor's Vanguard under the command of his father Rouxil. A natural leader and selfless soldier, he has been eager to show his father that he is worthy of one day taking over his command once he leaves the field. However, they were captured during a vicious counterattack by the Legion of Dusk while on their last scouting mission to Conqueror's Foothold. Sentenced to death, all seemed lost until Alante appeared and made a deal to free them. Artinoq desires peace much like his father, but his future role in a stable region is unclear as he's spent his young career serving the Sun Empire in battle. He has a velociraptor beast companion named Sharkbait that has served with him for years in the field.

EQUIPMENT & CHARACTER NOTES