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|  | **Name**:  | Kloee Planor | **Class**:  | Ranger | **Background**: | Forest Outlander – Deep Stalker |  |
| **Race**: | Half-Elf Female | **Level**: | 5 | **Alignment**: | NG (Deity: Rillifane Rallathil, Elf God of Nature) |
| **Stats**: | Age: 32 Height: 5’3” Weight: 125lbs  | **Experience**: | 6500 | **Languages**: | Common, Dwarvish, Elvish, Drow, Draconic |
| **Appearance:** | Eyes: Blue; Skin: Dark Tan; Hair: Red | **Death Saves:**  | Successes:ΩΩΩ**/**Fails:ΩΩΩ |
| **Max HP(Hit Dice)**: | 47 (5d8:ΩΩΩΩΩ) | **Hit Points:** |  | **Temp HP:** |  | **Condition/Damage Type**: |  |

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| **Ranger Traits & Feats** | **Description** | **Bonuses** |
| Under-Dark Scout: Ambush\* | On 1st attack get +10 Speed Bonus & If attacking, then get 2nd attack, then bonus action hide every turn | Bonus Action: Hide |
| Favored Enemy – Undead | Know their language; Advantage on Wisdom(Survival) for tracking & Intelligence regarding info | Adv Survival(W) & Intel Checks |
| Fighting Style | Archery – Proficient in bow | +2 to Archery Attacks & Damage |
| Extra Attack | Two attacks per turn | Attacks: 2/1 |
| Natural Explorer (Forest) | After 1hr in forest: Can’t get lost; doesn’t slow group; Always alert; For Tracking learn #, size & when | Add Prof bonus again for I & W Checks |
| Cinderberry diet | Eat 10/day to gain Adv on Saves for disease & poisons for 24hrs; Received from traveling Chultans | Adv on D&P Saves for 24hrs |
| Resistances & Immunities | Half elf traits: Advantage vs Charm; Immune to Sleep | Advantage vs Charm; Immune to Sleep |

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| **Abilities & Mods** |  | **Saves** |  | **Inspiration:** |  |  | **Skills** | Speed: 30/40 (Ambush\*) | Dark Vision 90’ |
| Strength: | 14 | +2 | P | +6 |  |  |  |  |  |  | Acrobatics (D) | +3 |  |  | Insight (W) | +4 |  |  | Performance (Ch) | +2 |
| Dexterity: | 16 | +3 | P | +7 |  | **Initiative (D):** | +3 |  |  | Animal Handling (W) | +4 |  |  | Intimidation (Ch) | +2 |  |  | Persuasion (Ch) | +2 |
| Intelligence: | 13 | +1 |  | +2 |  |  |  |  |  | Arcana (I) | +1 |  |  | Investigation (I) | +1 |  |  | Religion (I) | +1 |
| Wisdom:  | 18 | +4 |  | +5 |  | **Proficiency Bonus:** | +3 |  | P | Athletics (S) | +5 |  | P | Medicine (W) | +7 |  |  | Sleight of Hand (D) | +3 |
| Constitution: | 16 | +3 |  | +4 |  |  |  |  |  | Deception (Ch) | +2 |  |  | Nature (I) | +1 |  | P | Stealth (D) | +6 |
| Charisma: | 14 | +2 |  | +3 |  | **Passive Perception (W):** | 16 |  |  | History (I) | +1 |  | P | Perception (W) | +7 |  | P | Survival (W) | +7 |

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|  | *Battle Turn Tracking 🡪* |  |
| **Armor** | †† Armor Class: | 16 |  | **Magic** | **Equipped** | **AC** |
|  | Studded Leather Armor | Dark green travel cloak & hood; Leather/fur boots & bangles | +0 | E | 12 |
|  | Ring of Protection | +1 to both AC and all Saves (color is ruby) | +1 | E | +1 |
|  | Ring of Resistance | Resistance to Lightening Damage (color is an amber citrine) | Special | E | Special |

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| **Weapons** | **Proficient** | **Range** | **Attacks** | **Magic** | **Attack Bonus** | **Damage** |
|  | Scimitar +1 (Finesse) | P | 3’ | 2/1 or Ambush 3/1 | +1/+1 | +7 | 1d6 + 4 |
|  | Dagger +1 (Finesse); Jewels in handle | P | 20/60 | 2/1 or Ambush 3/1 | +1/+1 | +7 | 1d4 + 4 |
|  | Grenade (made by Shamuel) – 20’ diameter blast | N | 20/60 | 2/1 or Ambush 3/1 | +0/+0 | +5 | 2d6 Fire Damage |
|  | Longbow(+1) | Arrow Quiver: | Normal: 96 | P | 150/600 | 2/1 or Ambush 3/1 | +1/+1 | +7 | 1d8 + 4 |
| Silver (+1 vs undead): 3 | P | 150/600 | 2/1 or Ambush 3/1 | +2/+2 | +8 | 1d8 + 5 |
| Types (+1) Fire: 10 Smoke: 5 Divine Light: 5 | P | 150/600 | 2/1 or Ambush 3/1 | +2/+2 | +8 | 1d8 + 5 + 2d6 Radiant for 30’ |

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| **Spells** |  | **Slots: Level 1:**  | Ω Ω Ω Ω | **Level 2:** |  Ω Ω |  | **Spells Known:** | 4+ |  | **Spell Save DC:** | 15 |  | **Spell Attack Mod**: | +7 |
| **P** | **L** | **Spells** | **Description** | **Cast Time** | **Range** | **Comp** | **Duration** | **Damage** | **Save** |
| P | C | Disguise Self (Stalker) | Intelligence (Investigation) check against my spell save DC to discern | Action | Self | V, S | 1 Hour | no | DC |
| P | C | Rope Trick | Make rope rise to interdimensional space for 8;  | Action | Touch | V,S,M | 1 Hour | no | no |
| P | 1\* | Primeval Awareness | Know creatures in area +aberrations, celestials, elementals, fey & undead | Action | 1-6 mi | NA | <=1 Min | no | no |
| P | 1 | Cure Wounds | Heals 1d8 (or per Slot>1) + Spells Mod | Action | Touch | V, S | Instant | no | no |
| P | 1 | Ensnaring Strike | CONC; On next hit wound grows vines; Save or damage on each turn | B-Action | Self | V | <=1min | 1d6/slot/target turn | Str |
| P | 1 | Hail of Thorns | CONC; Dex save if w/in 5ft; Damage is 1d10/slot >1 & <=6 | B-Action | Arrow | V | <=1 Min | d10/slot | Dex |
| P | 1 | Hunter’s Mark | CONC; Adv for Perception & Survival; Lasts 1hr/Slot | B-Action | 90’ | V | Special | 1d6 / attack | no |
| X | X | Water Walk | Gem (necklace); Once/day; +<=10 others; If underwater rise 60’/round | Action | 30’ | X | 1 Hour | no | no |

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| **Spell Pouch** | **Material Components Required** | **Quantity on Hand** |
| Rope Trick | Powdered corn extract & twisted loop of parchment | 1 |

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| **Magic Items** | **Description** | **Equipped** |
| Magic Flower | **Healing**; Ryath (yayth) Root: 2d4 Temp hit points for 24 hours; Doses: 3 |  |
| Magic Necklace | Water Walking; Emerald Spell Gem of Water Walking; *Once per day & Recharges overnight;* Spell is inscribed on gem | E |
| Magic Necklace | Water Breathing; Grant breath under water to 10 willing targets in 30’ range; Duration 24hrs | E |
| Magic Lute | Ornate; 1 Broken string.; Inscription: “Noah Spoony” a famous bard; Song book w commands for diff instrument sounds; Powerful if I’m a bard | worth 30gp |
| Magic Journal | Only writer can see own writing; Found on Pirate Captain Zaroum’s ship in his quarters; Loaned to Serpa for investigation |  |
| Potion | Resist Fire; Lasts 1 Battle; Half-Damage; Uses: 2 |  |
| Potion | **Healing**; 2d4+2; Doses: 1 |  |
| Wand | Wand of the War Mage; +1 on all spell attacks; Also I can ignore half cover when making a spell attack; | E |
| Iuon Stone | +2 strength | E |
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| **Items** | **Description** | **Equipped** |
| **Healing** | Healer’s Kit: 10 |  |
| Tools | Weaver’s Kit |  |
| Clothing | Traveler’s Clothes, Dark green travel cloak & hood; Leather/fur boots & bangles | E |
| Climbing Gear | Crowbar, hammer, 10 pitons, 50’ rope |  |
| Camping Gear | Map case & scrolls, fishing tackle, Bedroll, mess kit, tinderbox, 10 torches |  |

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| **Name**:  | Kloee Planor | **Race**:  | Half-Elf Female | **Class**:  | Ranger | **Level**: | 5 |

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| **Items Cont.** | **Description** | **Equipped** |
| Travel Stone | Obsidian rock smooth shiny shape of a coin. Shimmers purple when used. Can hold 4 charges. Unable to recharge; Need to fix it |  |
| Sailing Stuff | Campus  |  |
| Food | Wuka nuts – yummy to eat; rattle when shook and light up dim for 1 hour |  |
| Food | Dancing Monkey Fruit – Eat get high & have effect of Otto’s Irresistible Dance spell; 3 on hand |  |
| Food | Water skin; Food Rations: 10 |  |
| FOR SALE | Dagger (normal) |  |

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| **Coin & Treasure** |
| **Platinum:** | 2 |  | **Silver:** | 25 |  | **My Party Treasure**:GP: 28 SP: 57 | **My Treasure**:2 Gold brick worth 200gp each9 gems of various worth | **Bank**Port Nyanzara: 100gp&checkbook |
| **Gold:** | 56 |  | **Copper:** | 5 |  |

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| **To Do List** | **Description** |
| Instrument | Attunement: Find out how lute works & possible spells |
| Instrument | Who is “Noah Spoony”; From Bard College of Neverwinter; As of 7/22: waiting for supply drop & liaison to arrive with Spoony Information |
| Magic Gem | Attunement: Find out if other spells |
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| **Appearance**: Dark tan skin, striking blue eyes, and long red hair that shimmers in sunlight. Leather tie necklace with some Sumonster teeth and some bones of the undead from her parents. A leather ringlet around her head. Studded leather armor with fur sewn in the boots and bangles. A ruby red ring on her left hand ring finger, and an amber citrine ring on her right hand ring finger. A hooded dark green cloak. Dagger and scimitar at her side. Bow and quiver on her back.  |
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| **Background**: Daughter of Lane & Ovesa Planor. Born in the land of Fengal during a low crescent moon on the third night after the Soul Star’s rising (Fall Harvest). She grew up learning the mystical ways of the forest from her Druid mother who descended from a long line of elves that can also claim to have Dark Drow blood mixed in to their past lineage. Kloee gained her hunting and fighting prowess from her father himself long skilled in the ways of a Ranger. Listening to the fantastic stories of her parents’ adventures instilled a sense of eagerness and wish to see and experience such wonders. Her spirit of adventure drove her to attempt to use her parent’s Travel Stone one night to “find adventure against the undead”. In a flash, she was gone. She awoke in this unknown land (the continent of Faern on the peninsula of Chult), the travel stone drained and no longer able to accept power, where she has yet to meet someone who has heard of her home land of Fengal.Kloee has relied on her skills taught to her by her parents to survive these past couple of months living on the edges of society in the familiar forests amongst the animals. Once the undead began to exhibit the odd behavior seen around the island of Chult Kloee knew that her wish made with the travel stone was about to become the adventure she had always wanted. She made her way to the Port of Nyanzara where she allied with a bunch of would be heroes that shared her same connection with the undead. |
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| **Personality**: Positives - Always seeking harmony with nature Kloee has a growing fascination with music and its ability to unite people as well as unknown powers. - Optimistic and always glass-half-full - Eager to learn with a questioning intellect - Loyalty to family Negatives - Impulsive at times - Guarded and slow to trust - A tad too much OCD, but manageable |

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| **Change Log**: |
| 2019-05-27 | Character creation |
| 2019-06-03 | Received +1 scimitar |
| 2019-07-08 | Received green gem of water walk spell |
| 2019-07-15 | Level 4; added 8+3=11hp to 40; Took +2 to Dex, AC; Received +2 Strength Iuon Stone from 12 to 14; Shamuel made me necklace for water walk gem; |
| 2019-07-22 | Retroactive addition of +1 Longbow; 1 more 200gp bar; Shamuel’s magic fire, smoke & divine light arrows |
| 2019-08-19 | Level 5; added 4+3=1hp to 47; Added +1 to Prof Bonus; Added 1 lvl1 & 2 lvl2 slots; Added rope trick and ensnaring strike; Fixed damage bonuses |
| 2019-08-26 | Gained Necklace of water breathing; 50gp; +1 dagger |