

T'LINGBET

Dragonborn Ranger 4

Warden

AGE 17 HEIGHT 6 feet 2 inches

WEIGHT 275 pounds SIZE Medium

CULTURE Wildling

Armor Class 16

Hard to Hit, hands-free light shield

STR 10 (+0)

DEX 16 (+3)

CON 12 (+1)

INT 12 (+1)

WIS 15 (+2)

CHA 8 (-1)

Proficiency Bonus +2; Maneuver DC 13

Saving Throws Str +2, Dex +5

Skills Animal Handling (training +1d4), Athletics (+1d4; swimming +1d6), History, Nature (plant lore +1d4), Perception, Survival

Tools herbalism kit, land vehicles, navigator's tools, water vehicles (+1d4)

Senses darkvision 60 ft. (120 ft. underwater), passive Perception 14

Languages Aquan, Common, Draconic, Sylvan (Studied Adversary)



Hit Points

30

Hit Dice

4 (1d10+1)

Speed

40 ft., swim 40 ft.

STARTING EQUIPMENT

Backpack, bag of cheese, bedroll, fishing tackle, gallow hand, harpoon (javelin), hempen rope (50 feet), herbalism kit, hunting snare, hunting trap, longbow, mess tin, navigator's tools, net, quiver of 20 arrows, shortsword, tinderbox, torches (10), traveler's clothes, waterskin, 122 gold, rations (10 Supply)

BACKGROUND: OUTLANDER

Connection. Seravii, the kindly old alchemist who found T'lingbet unconscious on the riverbank and nursed him back to health. Whenever T'lingbet passes through town, she often requests that he bring her rare herbs, fungi, and other peculiar ingredients for use or sale at her apothecary.

Memento. A splinter of wood from the riverboat wreck which took T'lingbet's family from him.

Trader. While in or near the wilderness, if he has a trading relationship with a tribe, settlement, or other nearby group, T'lingbet can maintain a moderate lifestyle for himself and his companions by trading the products of his hunting and gathering.

DESTINY: COMING OF AGE

T'lingbet gains inspiration whenever he reaches a personal milestone such as traveling somewhere new, accepting a major quest, or achieving significant personal growth.

Source of Inspiration

- ◆ **Yes to Adventure.** You draw inspiration from setting out with adventure in front of you. You gain inspiration whenever you achieve a personal milestone.

Inspiration Feature

- ◆ **Ready to Learn.** You haven't had training in everything but you're determined to give it your all anyway. As a bonus action you may spend your inspiration to gain proficiency with a weapon, armor, skill, or tool for the next hour.

Fulfillment Feature

- ◆ **Returned.** With the journey complete, you finally know who you are—or rather who you became along the way. When you gain this feature, you immediately choose the fulfillment feature from another destiny. You gain the chosen fulfillment feature, which replaces this one.

CURRENT HIT POINTS

Hit Dice

Maximum
Hit Points

Total _____

INITIATIVE

Ability or Skill Check

SUPPLY

Max
Carried

Fatigue

□ □ □ □ □ □ □ □

Strife

□ □ □ □ □ □ □ □

TREASURE

C.P.

S.P.

E.P.

G.P.

P.P.

DEATH SAVES

Successes □ □ □

Failures □ □ □

COMBAT

ATTACKS

Attack	Action	To Hit	Range	Target	Damage
Shortsword	A	+5	reach 5 ft	one target	1d6+3 slashing
Harpoon	A	+3	reach 5 ft	one target	1d6 piercing
Harpoon (thrown)	A	+5	ranged 30/120 ft	one target	1d6+3 piercing
Longbow	A	+5	ranged 150/600 ft	one target	1d8+3 piercing
Net	A	+5	ranged 5/15 ft	one target	special
Dragon Breath	A (1/Rest)	DC 11 Dex saving throw	15-ft cone	-	2d6 lightning
Dagger (offhand)	B	+5	reach 5 ft	one target	1d4 piercing

SHORTSWORD

Defensive. When T'lingbet makes an attack with this weapon and is using a medium shield, he can use a bonus action to either make an attack with his shield or increase his Armor Class by 1 until the start of his next turn.

Parrying. When T'lingbet is wielding this weapon and not using a shield, once before his next turn he can gain an expertise die to his AC against a single melee attack made against him by a creature he can see. T'lingbet cannot use this property while incapacitated, paralyzed, rattled, restrained, or stunned.

HARPOON

A line can be tied to a loop on the shaft of the harpoon for easier retrieval.

NET

The target is restrained until it is freed. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. A net has AC 10, 5 hit points, and is immune to bludgeoning damage.

DRAGON BREATH

T'lingbet unleashes arcs of draconic lightning in a 15-foot cone of magical destruction. Each creature in the breath's area makes a DC 11 Dexterity saving throw, taking 2d6 lightning damage on a failed save or half damage on a success.

COMBAT MANEUVERS

T'lingbet knows the Biting Zephyr and Razor's Edge combat traditions. He can spend exertion to activate the following combat maneuvers. T'lingbet starts play with 4 exertion, which are recovered whenever he takes a long rest.

Maneuver	Action	Exertion	Effects
Doubleshot (Biting Zephyr)	B	1	The next ranged weapon attack T'lingbet makes uses two missiles instead of one. On a hit, he deals an additional weapon damage die.
Iron Will (Razor's Edge)	R	1	When T'lingbet makes a saving throw to resist being charmed or frightened, he can gain advantage on the saving throw.
Point Blank Shot (Biting Zephyr)	B	1	Until the end of T'lingbet's next turn, being within 5 feet of a hostile creature who can see him and who isn't incapacitated does not give him disadvantage when making a ranged attack using a weapon. In addition, when an adjacent hostile creature that he can see moves 5 feet or more away from T'lingbet, he can make a ranged weapon attack against it.

Current Exertion

Max Exertion

4

SPECIAL COMBAT FEATURES

B Accuracy Bonus (2/long rest). When T'lingbet makes a weapon attack, he can spend one or more uses of this feature to gain an attack bonus or damage bonus (+1 or +1d6 per spent use).

Accuracy Reserve. If T'lingbet has not moved since the beginning of his last turn, he gains a +1 bonus to weapon attack rolls until the end of his turn. T'lingbet loses this bonus if he moves.

Hard to Hit. While he isn't wearing armor, T'lingbet's AC equals 15.

B Hunter's Target (1/rest). T'lingbet chooses a creature he can see within 90 feet to mark as his quarry. For 1 hour, he is focused on this creature. T'lingbet gains a +1 bonus to weapon attack rolls against the creature, and his weapon attacks against it deal an extra 1d6 damage. In addition, he has advantage on Perception and Survival checks made to find it. If the creature drops to 0 hit points before the hour ends, T'lingbet can use a bonus action to mark a new quarry.

Skirmisher. T'lingbet can Dash through difficult terrain without requiring additional movement. In addition, whenever he makes an attack against a creature, T'lingbet doesn't provoke opportunity attacks from that creature until the end of his turn.

EXPLORATION

As a ranger, T'lingbet has a wide array of exploration features.

Beast Friend. If T'lingbet spends 10 minutes befriending and feeding a Medium or smaller beast of CR 1/8 or less, he becomes its guardian ranger. It follows T'lingbet and is loyal to him, but it acts independently. In combat, it rolls its own initiative and acts on its own turn. The beast won't attack except as a reaction to being attacked, but it can take other actions as normal and makes death saving throws. T'lingbet can only be a guardian ranger to one beast at a time.

Expert Forager (1/long rest). T'lingbet can spend 4 hours of time to locate Supply for himself and one other creature, or magical reagents worth up to 5 gold.

Familiar Terrain. When making an Intelligence or Wisdom check related to a natural terrain, T'lingbet gains an expertise die if using a skill he's proficient in. While traveling for an hour or more in these terrains, T'lingbet gains the following benefits:

- Difficult terrain doesn't slow his group's travel.
- His group can't become lost except by magical means.
- He has advantage on Survival checks to cover his group's tracks when traveling at a slow/wagon pace.
- If traveling alone, he can move stealthily at a normal pace.
- When he forages, he finds twice as much Supply as one normally would.
- While tracking other creatures, he also learns their exact number, their sizes, and how long ago they passed through the area.

Herbal Bitters. T'lingbet can spend an hour collecting natural ingredients and brewing two servings of a bitter drink that is potent for 24 hours. Imbibing a serving takes an action and reduces fatigue by one level for 4 hours.

Internal Clock. By observing the environment when on the Material Plane, T'lingbet can estimate the time of year down to within a week of the actual date. When he is outdoors, T'lingbet knows the time of day.

Studied Adversary. T'lingbet has advantage on Survival checks to track fey creatures, as well as on ability checks to recall information about them. He has learned to communicate with creatures using basic words in Sylvan, if they speak or understand the language. During a long rest, he can replace a current studied adversary with a new one.

Sunseeing. T'lingbet gains an expertise die on Investigation and Perception checks made in daylight.

Survivalist. When traveling T'lingbet may undertake two journey activities instead of one. Both activities must be from the following list: Befriend Animal, Harvest, Hunt and Gather, Scout.

Swimmer. T'lingbet can hold his breath for up to 15 minutes at a time.

Water Drifter. T'lingbet gains an expertise die on ability checks to use a water vehicle and on Athletics checks (included above).

SOCIAL

Fearsome Mysticism. T'lingbet gains an expertise die on Intimidation checks against any creature that is neither proficient in Arcana nor casts spells.

Read the Room. By spending 10 minutes observing facial expressions, body language, and vocal intonation, T'lingbet can detect minute details which give him insight into the creatures within 30 feet. For the next minute, T'lingbet can direct his focus on any one creature that he can see within 30 feet. If the creature he chooses has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected. T'lingbet learns the surface thoughts of the creature what is most on its mind in that moment. As an action, he can shift his attention to another creature's thoughts.

SPECIAL ITEMS

Bag of Cheese. Any food T'lingbet puts in this yellow bag becomes cheese, but retains its original taste and condition. Any non-food items develop a distinctly cheesy aroma. Alternatively, T'lingbet can turn the bag inside out, transforming it into 1 Supply worth of any type of mundane cheese.

Gallow Hand. A finger of this strange and complicated remnant of a malcontent can be lit just like a normal candle to shed bright light in a 5-foot radius and dim light for a further 10 feet. This light is only visible to T'lingbet and is completely invisible to all other creatures.

Alternatively, all five fingers of the hand can be lit. If the hand is lit in this way, it sheds bright light in a 10-foot radius and dim light for a further 20 feet. This light is invisible to T'lingbet but visible to all other creatures. Any creature other than T'lingbet that enters this area of light for the first time on its turn or starts its turn there makes a DC 13 Wisdom saving throw or becomes charmed. While charmed, a creature's Speeds are reduced to O until the start of its next turn. Once lit in this way the gal/ow hand burns for 1 minute, after which it deteriorates into a molten nub.

Saddled Up. A giant lizard serves as T'lingbet's mount. His mount's Intelligence is 6 and it has the ability to understand Common.