

Grogan

Male Half-Orc Ranger 3 - CR 1/2

Neutral Humanoid; Deity: **Obad-Hai**; Background: **Outlander**; Age: **17**; Height: **6'**; Weight: **147lb.**; Eyes: **green**; Hair: **Black**; Skin: **green**

Ability	Score	Modifier	Saving Throw
STR STRENGTH	15	+2	+4
DEX DEXTERITY	18	+4	+6
CON CONSTITUTION	14	+2	+2
INT INTELLIGENCE	10	0	+0
WIS WISDOM	16	+3	+3
CHA CHARISMA	12	+1	+1

AC **15** **Initiative** **+4** **Speed** **30 ft**

Proficiency **+2** **Inspiration**

HP **30** **HD** **3d10** **Death Saves**

Damage / Current HP	HD Used	Success/Fail

Number of Attacks **1**

Handaxe

Main hand: **+4, 1d6+2 slashing** Rng: 20 ft./60 ft.
Light, Thrown

Ranged: **+4, 1d6+2 slashing**

Handaxe

Main hand: **+4, 1d6+2 slashing** Rng: 20 ft./60 ft.
Light, Thrown

Ranged: **+4, 1d6+2 slashing**

Longbow

Ranged, both hands: **+8, 1d8+4 piercing** Rng: 150 ft./600 ft.
Ammunition, Heavy, Two-Handed

Leather

+1



5th Edition SRD



Skill Name	Total	Ability	Prof	Temp
Acrobatics	+4	DEX (4)	-	
Animal Handling	+5	WIS (3)	+2	
Arcana	+0	INT (0)	-	
Athletics	+4	STR (2)	+2	
Deception	+1	CHA (1)	-	
History	+0	INT (0)	-	
Insight	+5	WIS (3)	+2	
Intimidation	+3	CHA (1)	+2	
Investigation	+0	INT (0)	-	
Medicine	+3	WIS (3)	-	
Nature	+0	INT (0)	-	
Perception	+5	WIS (3)	+2	
Performance	+1	CHA (1)	-	
Persuasion	+1	CHA (1)	-	
Religion	+0	INT (0)	-	
Sleight of Hand	+4	DEX (4)	-	
Stealth	+4	DEX (4)	-	
Survival	+5	WIS (3)	+2	

Passive Perception: 15

Other Proficiencies:

Tools: Drum (+2)

Weapons: Martial weapons; Simple weapons

Armor: Light armor; Medium armor; Shields

Special Abilities

Colossus Slayer (1/round)

Darkvision (60 feet)

Forest

Humanoids (choose 2 subtypes, Gnoll, Goblin)

Primeval Awareness

Relentless Endurance (1/long rest)

Savage Attacks

Wanderer

Gear

**Total Weight Carried: 75.9 lbs,
(Maximum: 225 lbs)**

Arrows x18	0.9 lbs (18 @0.05 lb)
Backpack (empty)	5 lbs
Bedroll	7 lbs
Handaxe	2 lbs
Handaxe	2 lbs
Leather	10 lbs
Longbow	2 lbs
Mess kit	1 lb
Money	-
Rations x10	20 lbs (10 @2 lbs)
Rope, hempen (50 feet)	10 lbs
Tinderbox	1 lb
Torch x10	10 lbs (10 @1 lb)
Waterskin	5 lbs

Tracked Resources

Arrows	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Handaxe	☐
Handaxe	☐
Rations	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Relentless Endurance (1/long rest)	☐
Torch	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Languages

Common	Orc
Gnoll	Sylvan
Goblin	

Spell Slots

1st level	☐ ☐ ☐
-----------	--

Spells & Powers

Ranger spells known (CL 2nd)

Spell Save DC 13 Spell Attack +5

1st—*cure wounds*, *hunter's mark*, *speak with animals*^R

Other Spells & Powers

Feats, Bonus Spells:

Hunter Abilities Spells:

Proficiencies Spells:

Background

Preferring the company of animals to that of humanoids, Grogan lived an a self-imposed exile alebit never travelling too far from Duke Phileas's domain.

Experience & Wealth

Experience Points: **900/2700**

Current Cash: **You have no money!**

Role Playing

Personality Trait: Animals - I am more at ease around animals than I will ever be with people.

Personality Trait: Observing - I'm always observing nature and can associate my observations with a lesson for every situation.

Ideal: Nature - No matter what is created by the civil world, the natural world is more important. (Neutral)

Bond: Homeland - My homeland was destroyed and I plan on destroying the people responsible.

Flaw: Trust - I find it difficult to trust members of other races, tribes and societies although with time my trust can build.

: Exile or outcast - Exile or outcast