



Character Name

Player Name

Oversized Canary, Ranger (Gloom Stalker), 3
Ancestry, Class (Subclass), Level

Outlander
Background

950
Experience

STR
+1
12

PROFICIENCY BONUS
+2

Saving Throws

+3 Strength*
+5 Dexterity*
+1 Constitution
+0 Intelligence
+2 Wisdom
-1 Charisma
**prof. bonus added*

DEX
+3
17

CON
+1
13

Skills

+3 Acrobatics
+4 Animal Handling*
+0 Arcana
+3 Athletics
+1 Deception*
+0 History
+4 Insight*
-1 Intimidation
+0 Investigation
+2 Medicine
+2 Nature
+4 Perception*
-1 Performance
-1 Persuasion
+0 Religion
+3 Sleight of Hand
+5 Stealth*
+4 Survival*
**prof. bonus added*

INT
+0
10

WIS
+2
15

CHA
-1
8

PASSIVE WISDOM
12

ARMOR

14

Leather Armor

HP

25

HD 3D10

INITIATIVE

+5

SPEED

30ft

LANGUAGES Common
ALIGNMENT Chaotic Good
SIZE Small

ACTION

- **Shortsword** melee +5 to hit, 1D6+3 and (optional) **Quarterstaff** melee +5 to hit, 1D6+3
- **Hand Crossbow** ranged, +5 to hit, 1D6+3
- **Cast Spell** See Magic

MAGIC

- **Spell Attack Modifier** +4
- **Spell Save** DC12

SPELLS

- **1ST LEVEL (4 SLOTS)**
 - Animal Friendship
 - Detect Magic
 - Disguise Self
 - Ensnaring Strike

CLASS FEATURE

- **Favored Enemy** Dragons
 - Advantage on Survival checks to track and History checks to recall lore
- **Favored Terrain** Underground
 - Proficiency bonus doubled making INT & WIS checks relating to the terrain
 - Can't become lost unless by magic
 - Find twice as much food when foraging
 - Learn exact numbers, size, and how long since creatures were present when tracking
- **Primeval Awareness** Use 1 spell slot. Sense creatures in 1 mile or 6 miles in Favored Terrain
- **Dread Ambusher** First turn in combat
 - +10' to speed
 - Extra 1D8 to attack damage
- **Umbral Sight**
 - Darkvision up to 60'
 - Invisible in darkness to creatures that rely on Darkvision

COAL MINE CANARY

The life of a coal miner's canary is one of constant awareness. For years you kept your miners safe from poison and underground dragons until they hit a pocket of magical gas. No one survived, except you. Not only that but you grew larger and stronger and adept at living in the dark.

You blame the Dragons for what happened (it was their tunnels that lead straight to the gas, after all) and now you think you may have found them.

PERSONALITY TRAIT

You respect anyone who does physical labor to make a living.

IDEAL

Preparedness. Everyone is safer when everyone follows the plan.

BOND

The miners that raised you are as close to a family as you've ever had.

FLAW

You lose all composure at the mention of Dragons.

NOTES

ANCESTRY FEATURE

- **Expert Forgery** Advantage to make forgeries and duplicate items
- **Mimicry** Mimic sounds you've heard. Target knows an imitation if their Insight check beats your Deception check

BACKGROUND FEATURE

- **Wanderer**

PROFICIENCIES

- **Armor** light, medium, shields
- **Weapons** simple, martial
- **Tools** musical instrument (flute)

EQUIPMENT

- **Carrying** leather armor, shortsword, quarterstaff, hand crossbow and 20 bolts, belt pouch, traveler's cloak, hunting trap, pouch full of coal and iron
- **Coins & Gems** 18 gold pieces (GP), 3 gems (each worth 10 GP)