

# Ichoris Character sheet

# Zenzi

*Player: a\_polite\_frog*

*Green Dragonborn Ranger 1 Rogue 1 (2014), True Neutral - Humanoid*

**Armor Class** 14

**Hit Points** 21/21

**Temporary Hit Points** | 0

**HD Ranger** 1/1

**HD Rogue** 1/1

**Breath Weapon** 1/2

**Favoured Foe** 1/2

**Speed** 30

**Death Saves**

\* \* \* | \* \* \*

(Point Buy stats)

**STR** 8 (-1) **DEX** 16 (+3) **CON** 16 (+3) **INT** 8 (-1) **WIS** 14 (+2) **CHA** 12 (+1)

**Saving Throws:** STR, DEX

**Feats:** Poisoner,

**Skills:** Deception, Sleight of Hand, Stealth, Survival, Perception, Acrobatics,

**Expertise:** Survival, Stealth,

**Other Proficiencies:** Disguise Kit, Forgery Kit, Thieves' Tools,

**Armour:** Shields, Light Armour, Medium Armour,

**Weapons:** Simple, Martial,

**Resistances:** Poison

**Immunities:** \*

**Senses:** \*

**Background:** Charlatan

**Languages:** Common, Draconic, Thieves' Cant

**XP:** 500

**Proficiency Bonus** +2

**Cash:** 0PP | 0GP | 0SP | 0CP

## Equipment

- Leather Armour
- Shortsword x2
- Backpack
- Crowbar
- Hammer
- Piton x10
- Torch x10
- Tinderbox
- Rations x10
- Waterskin
- Hemp Rope 50ft

- Longbow
- Quiver (holds 20 arrows)
- Arrow x18
- Disguise Kit
- Fine Clothes
- Set of Weighted Dice
- Ram, Portable
- Duidic Totem (Viper)
- **Poisoner's Kit**
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### **Treasure**

- Fairy Dusty Rose (unidentified)
- Dino Hide Good 50 Craft Points
- Dino Claws Excellent 100 Craft Points
- Dino Claws Good 50 Craft Points
- Dino Claws Petty 25 Craft Points
- Shimmering Pelt Petty 100 Craft Points
- Razor Claws Good 100 Craft Points
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### **Trophies**

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### **Favoured Foe**

This 1st-level feature replaces the Favoured Enemy feature and works with the Foe Slayer feature. You gain no benefit from the replaced feature and don't qualify for anything in the game that requires it.

When you hit a creature with an attack roll, you can call on your mystical bond with nature to mark the target as your favored enemy for 1 minute or until you lose your concentration (as if you were concentrating on a spell).

The first time on each of your turns that you hit the favored enemy and deal damage to it, including when you mark it, you increase that damage by 1d4.

You can use this feature to mark a favored enemy a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

This feature's extra damage increases when you reach certain levels in this class: to 1d6 at 6th level and to 1d8 at 14th level.

### **Breath Weapon**

When you take the Attack action on your turn, you can replace one of your attacks with an exhalation of toxic gas in a 30-foot line that is 5 feet wide. Each creature in that area must make a Dexterity saving throw (DC = 8 + your Constitution modifier + your proficiency bonus). On a failed save, the creature takes 1d10 poison damage. On a successful save, it takes half as much damage. This damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10). You can use your Breath Weapon a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

### **Chromatic Warding**

**Starting at 5th level**, as an action, you can channel your draconic energy to protect yourself. For 1 minute, you become immune to poison. Once you use this trait, you can't do so again until you finish a long rest.

### **Deft Explorer**

This 1st-level feature replaces the Natural Explorer feature. You gain no benefit from the replaced feature and don't qualify for anything in the game that requires it.

You are an unsurpassed explorer and survivor, both in the wilderness and in dealing with others on your travels. You gain the Canny benefit below, and you gain an additional benefit when you reach 6th level and 10th level in this class.

#### *- Canny (1st Level)*

Choose one of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make using the chosen skill. **(Survival)**

You can also speak, read, and write 2 additional languages of your choice.

#### *- Roving (6th Level)*

Your walking speed increases by 5, and you gain a climbing speed and a swimming speed equal to your walking speed.

#### *- Tireless (10th Level)*

As an action, you can give yourself a number of temporary hit points equal to 1d8 + your Wisdom modifier (minimum of 1 temporary hit point). You can use this action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

In addition, whenever you finish a short rest, your exhaustion level, if any, is decreased by 1.

### **False Identity**

You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

### **Sneak Attack**

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

**Feature**

**Feature**

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**Feature**

**Spellcasting.** DC #, +# to hit

Cantrips (at will): *spell, spell*

1st level (## slots): *spell, spell*

2nd level (## slots): *spell, spell*

3rd level (## slots): *spell, spell*

4th level (## slots): *spell, spell*

5th level (## slots): *spell, spell*

6th level (## slots): *spell, spell*

7th level (## slots): *spell, spell*

8th level (## slots): *spell, spell*

9th level (## slots): *spell, spell*

**—ACTIONS—**

***Weapon.***  
***Weapon.***  
***Weapon.***