

Bellrath Balven

He/Him

Lv. 3 Rustic Nomadic Elven Ranger

+3
INIT.

30 ft
SPEED.

+2
Proficiency
Bonus

ARMOR CLASS

15

Exhaustion

Hit Points

Max
25

Current

Temp

Hit Dice

Type
d10

Used

Max
3

Luck

success

Death Saves

failure

+0
STR
10
save
+2

+3
DEX
16
save
+5

+1
CON
12
save
+1

+0
INT
10
save
+0

+3
WIS
16
save
+3

+0
CHA
10
save
+0



Skills

- ☒ +5 Acrobatics (Dex)
- ☐ +3 Animal Handling (Wis)
- ☐ +0 Arcana (Int)
- ☐ +0 Athletics (Str)
- ☐ +0 Deception (Cha)
- ☐ +0 History (Int)
- ☐ +3 Insight (Wis)
- ☐ +0 Intimidation (Cha)
- ☒ +2 Investigation (Int)
- ☐ +3 Medicine (Wis)
- ☒ +2 Nature (Int)
- ☒ +5 Perception (Wis)
- ☐ +0 Performance (Cha)
- ☐ +0 Persuasion (Cha)
- ☐ +0 Religion (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☒ +5 Stealth (Dex)
- ☒ +5 Survival (Wis)

Weapon	To Hit	Damage	Range
Heavy Crossbow	+5	1d10+3	100/400
Pinning Shot			
Scimitar	+5	1d6+3	melee
Disarm			

Inventory

Explorer's Pack	Warm Blanket
Backpack	Traveler's Clothing
Bedroll	Candles

Wealth

2 GP

Class Features

Explorer:
You gain climbing speed equal to your base movement speed. You have advantage on checks to track a creature. Your speed isn't halved when you move through nonmagical or magical difficult terrain. You suffer other penalties caused by moving through difficult terrain as normal.

Mystic Mark:
When you hit a creature with an attack roll, you can mystically mark it as your favored quarry. The creature remains marked for 1 minute, until you use this feature to mark a different creature, or until you become incapacitated. While a creature is marked (including for the attack that triggered the mark), you deal an extra 1d4 damage to it (of the same damage type as the weapon) each time you successfully hit it with a weapon attack. You can use this feature twice per long rest.

Aim:
As a bonus action, select one target you can see. If you make a ranged weapon attack against that target before the end of your turn, double your PB for the first attack roll.

Relentless Pursuit:
When you hit a creature with a weapon attack, you deal 1d4 extra damage if the target is below its hit point maximum. The extra damage is of the same damage type as the weapon. You can deal this extra damage only once per turn.

Talents & Traits

Comrade:
- You can use the Help action as a bonus action on each of your turns.
- When an ally you can see or hear within 30 feet of you spends one or more Luck, you can also spend Luck to increase their roll.
- When an ally within 30 feet of you is reduced to 0 hitpoints or fails a death save, you gain 2 Luck.

Heightened Senses:
You have advantage on Perception checks that rely on sight or hearing. You can see through lightly obscured areas normally and areas of dim light as if it were bright light.

Magic Ancestry:
You have advantage on saves against being charmed, and magic can't put you to sleep.

Trance:
Elves don't need to sleep. Instead, they enter a meditative trance state, remaining semiconscious for 4 hours a day.

Primordial Spell List

WIS

Spellcasting
Ability

13

Save DC

+5

Bonus.

1st Circle Spell Slots



Cure Wounds

1st-Circle Primordial (Necromancy)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier.

Entangle

1st-Circle Primordial (Conjuration)

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 min

Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain. A creature in the area when you cast the spell must succeed on a STR save or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a STR check against your spell save DC. On a success, it frees itself. When the spell ends, the conjured plants wilt away.

Thunderwave

1st-Circle Primordial (Evocation)

Casting Time: 1 action

Range: Self (15-foot cube)

Components: V, S

Duration: Instantaneous

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a CON save. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

Faerie Fire

1st-Circle Primordial (Evocation)

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a DEX save. For the duration, objects and affected creatures shed dim light in a 10-foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.