



DUNGEONS & DRAGONS®

Maxia Tabaxi

CHARACTER NAME

Ranger 3

CLASS & LEVEL

Tabaxi

RACE

BACKGROUND

Chaotic Neutral

ALIGNMENT

Ruth

PLAYER NAME

900

EXPERIENCE POINTS

STRENGTH

14

+2

DEXTERITY

20

+5

CONSTITUTION

13

+1

INTELLIGENCE

10

+0

WISDOM

14

+2

CHARISMA

12

+1

INSPIRATION

+2

PROFICIENCY BONUS

- +4 Strength
- +7 Dexterity
- +1 Constitution
- +0 Intelligence
- +2 Wisdom
- +1 Charisma

SAVING THROWS

- Acrobatics (Dex)
- +4 Animal Handling (Wis)
- Arcana (Int)
- Athletics (Str)
- Deception (Cha)
- History (Int)
- Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- +4 Nature (Int) +2
- +4 Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- Sleight of Hand (Dex)
- +7 Stealth (Dex)
- +4 Survival (Wis)

SKILLS

17
ARMOR CLASS

+5

INITIATIVE

30

CLIMB 20
SPEED

Hit Point Maximum: 29

29 24

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

1d10

HIT DICE

SUCCESSSES ○○○○

FAILURES ○○○○

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME ATK BONUS DAMAGE/TYPE

natural claws 1d4+Str slash
 longsword 1d8+Str
 longbow +20 arrows 1d8+Str
 longbow +1 to hit and damage (+2 reroll)

ATTACKS & SPELLCASTING

+4

PASSIVE WISDOM (PERCEPTION)

Common Elven
 Darkvision 60'
 Feline Agility - more 60' than replenish
 Favored Enemy: goblins & orcs
 Natural Explorer: not lost p91
 Fighting Style +2 ranged Arrows
 Primal Awareness PHB 92

OTHER PROFICIENCIES & LANGUAGES

- CP
- SP
- CP
- CP
- CP
- CP

leather armor (11)

ring +1 AC, +2 Nature

EQUIPMENT

Archetype: Beastmaster PHB 3
 Pseudodragon PHB 308

FEATURES & TRAITS




Maxine

CHARACTER NAME

AGE 16
EYES Blue

HEIGHT 5'0"
SKIN

WEIGHT
HAIR Yellow with black circles



CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

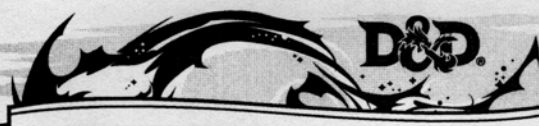
NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



Maxie Tabaxi

SPELLCASTING CLASS

WIS 14
SPELLCASTING ABILITY

87 PROF WISDOM
12
SPELL SAVE DC

PROF + WIS MOD
+4
SPELL ATTACK BONUS

0 CANTRIPS

3

6

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED
1 3

- PREPARED: Cure wounds
- Speak with animals
- Hail of thorns -5'

4

7

2

5

8
9

SPELLS KNOWN

OWL

Tiny beast, unaligned

Armor Class 11

Hit Points 1 (1d4 - 1)

Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	8 (-1)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +3

Senses darkvision 120 ft., passive Perception 13

Languages —

Challenge 0 (10 XP)

Flyby. The owl provokes no opportunity attacks when it flies out of an enemy's reach.

Keen Sight. The owl has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 1 slashing damage.

PANTHER

Medium beast, unaligned

Armor Class 12

Hit Points 13 (3d8)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+0)	3 (-4)	14 (+2)	7 (-2)

Skills Perception +4, Stealth +6

Senses passive Perception 14

Languages —

Challenge 1/4 (50 XP)

Keen Smell. The panther has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the panther moves at least 20 feet straight toward a creature right before hitting it with a claw attack, the target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can take a bonus action to make one bite attack against it.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) slashing damage.

POISONOUS SNAKE

Tiny beast, unaligned

Armor Class 13

Hit Points 2 (1d4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	11 (+0)	1 (-5)	10 (+0)	3 (-4)

Senses blindsight 10 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

PSEUDODRAGON

Tiny dragon, neutral good

Squirrel

Armor Class 13 (natural armor)

Hit Points 7 (2d4 + 2)

Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +4

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages understands Common and Draconic but doesn't speak

Challenge 1/4 (50 XP)

Keen Senses. The pseudodragon has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

Magic Resistance. The pseudodragon has advantage on saving throws against spells and other magical effects.

Limited Telepathy. The pseudodragon can communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) piercing damage.

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. If its saving throw result is 6 or lower, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to wake it.