

Ku

CHARACTER NAME

Ranger

CLASS

Māori (Polynesian)

RACE

Fisherman

BACKGROUND

25

AGE

PLAYER NAME

Level 2

LEVEL

STRENGTH

17

+3

DEXTERITY

15

+2

CONSTITUTION

13

+1

INTELLIGENCE

9

-1

WISDOM

13

+1

CHARISMA

10

0

INSPIRATION

+2 PROFICIENCY BONUS

- +5 Strength
- +4 Dexterity
- +1 Constitution
- 1 Intelligence
- +1 Wisdom
- 0 Charisma

SAVING THROWS

- +2 Acrobatics (Dex)
- +3 Animal Handling (Wis)
- 1 Arcana (Int)
- +5 Athletics (Str)
- 0 Deception (Cha)
- 1 History (Int)
- +1 Insight (Wis)
- 0 Intimidation (Cha)
- 1 Investigation (Int)
- +1 Medicine (Wis)
- +1 Nature (Int)
- +3 Perception (Wis)
- 0 Performance (Cha)
- 0 Persuasion (Cha)
- 1 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +5 Survival (Wis)

SKILLS

12

ARMOR CLASS

+2

INITIATIVE

30 ft

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2d10+2

2d10+2

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES



NAME	ATK BONUS	DAMAGE/TYPE
Spear (2-hands)	+5	1d8+3 p
Spear (thrown) 20/60	+5	1d6+5 p
Club	+5	1d4+3 b
Dagger	+5	1d4+3 p

ATTACKS & SPELLCASTING

Magic Resistance: Ku is naturally resistant to magical effects. He may use this resistance 3 times between long rests to give him advantage in magic saving throws.

Focused Target: When you hit a creature with an attack roll, you can focus on the target for 1 minute. When you hit that target and deal damage to it, you can add 1d4. You can use this feature twice per long rest.

Experienced Explorer: Your proficiency bonus is doubled for Survival.

Thrown Weapon Expert: When you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll.

Spellcasting: Rangers have 2 spells at 2nd level, 3 spells at 3rd and 4th level.

Fisherman: You gain advantage when fishing and using fishing tools.

Strong: You are one size larger for the purpose of determining your carrying and lifting capacity.

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PASSIVE WISDOM (PERCEPTION)

Languages: Māori, Dutch, English

Armor: Light and Medium

Weapons: Simple and Martial weapons

Tools: Fishing kit

Magic Resistance: 3 times per long rest

Focused Target: 2 times per long rest

Spells: 2 slots, WIS DC Save: 11, Attack: +3

1st level: Animal Friendship, Detect Poison and Disease

OTHER PROFICIENCIES, LANGUAGES & SPELLS

- Spears x3
- Club
- Knife
- Backpack
- Bedroll
- Mess kit
- Tinderbox
- Waterskin
- Rope
- Fishing tackle, net, and lure

EQUIPMENT

FEATURES & TRAITS

CHARACTER: KU

BACKSTORY

Ku is a Maori whale hunter. One day, while out to sea with members of his tribe, they were surprised by a storm, and he, in his small boat, was separated from the rest. He drifted for days until a Dutch merchantman picked him up. He joined the crew but did not understand or like the discipline, so he left his first chance. He found his way onto the Sea Nymph but hopes to return to his home someday.

Hindrances: Heroic, Illiterate, Mild Mannered

LEVEL 3 ADVANCEMENT SUGGESTIONS:

Learn 2 Spells: Longstrider (self), Speak with Animals.
Gain 1 additional spell slot.

Hunter

As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Giant Killer: When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided you can see it.

LEVEL 4 ADVANCEMENT SUGGESTIONS:

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Recommendation: +1 STR (18) and +1 DEX (16) - Adjust Attribute modifier