

Drazz't Dro'Uri

CHARACTER NAME

Level 1 Lizardfolk Ranger  
CHARACTER LEVEL, RACE, & CLASS

0  
EXPERIENCE

Bounty Hunter  
BACKGROUND

Neutral Evil  
ALIGNMENT DEITY

Max  
PLAYER NAME

**STRENGTH**  
12  
+1

**DEXTERITY**  
13  
+1

**CONSTITUTION**  
11  
+0

**INTELLIGENCE**  
9  
-1

**WISDOM**  
10  
+0

**CHARISMA**  
7  
-2

**PROFICIENCY BONUS** +2

**SAVING THROWS**

- +3 Strength
- +3 Dexterity
- +0 Constitution
- 1 Intelligence
- +0 Wisdom
- 2 Charisma

**SKILLS**

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

**PASSIVE PERCEPTION** 12

**ARMOR**

Natural Armor (Lizardfolk) (14)

**SHIELD**

14  
AC

**ARMOR CLASS**

**MAXIMUM** 10

**HIT DICE** 1d10

**TEMPORARY**

**CURRENT HIT POINTS**

**SPEED** 30ft.

**FLY** 0ft.

**CLIMB** 0ft.

**SWIM** 30ft.

**VISION**

**INSPIRATION**

**EXHAUSTION**

**SPEED, SENSES, & CONDITIONS**

1 Rifle, Hunting

1 Monster Hunter's Pack

1 Thieves' Tools

1 Bomb (+)

1 Katana

1 Pistol, Automatic

2 Flaschen Insektenvernichtungsmittel

1 Stück gebratenes Fleisch

-1 Fläschchen Essig-Essenz

CP 0 SP 0 EP 0 GP 0 PP 0 WEIGHT 26,0 lb.

**EQUIPMENT**

**INITIATIVE** +1

1 Attack / Attack Action

NAME	RANGE	ATTACK	DAMAGE / TYPE
Rifle, Hunting Ammunition, Reload, Two-Handed	80/240	+3 vs AC	2d10 + 1 piercing
Katana Versatile	5 ft	+3 vs AC	1d8 + 1 slashing
Pistol, Automatic Ammunition, Reload	50/150	+3 vs AC	2d6 + 1 piercing

**ATTACKS & SPELLCASTING**

**Bite.** Your fanged maw is a natural weapon, which you can use to make unarmed strikes. 1d6+1 piercing damage.

**Cunning Artisan.** As part of a short rest, you can harvest bone and hide from a slain beast, construct, dragon, monstrosity, or plant creature.

**Hold Breath.** You can hold your breath for up to 15 minutes at a time.

**Natural Armor.** You have tough, scaly skin. When you aren't wearing armor, your AC is 14.

**Hungry Jaws.** As a bonus action, you can make a special attack with your bite. If the attack hits, it deals its normal damage, and you gain 1 temporary hit points. 1/ short rest.

**Favored Enemy.** You have advantage on Survival checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

**Monstrosities.**

**Natural Explorer.** When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain benefits.

**Swamp.**

**FEATURES & TRAITS**

**Armor Proficiencies.** Light Armor, Medium Armor, Shields

**Weapon Proficiencies.** Simple Weapons, Martial Weapons

**Tool Proficiencies.** Thieves' tools

**Languages.** Common, Draconic, Naga

**PROFICIENCIES & LANGUAGES**



# Drazz't Dro'Uri

CHARACTER NAME

Male		4'8"	110 lb.
GENDER	AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR	

CHARACTER PORTRAIT

NAME

SYMBOL

ALLIES & ORGANIZATIONS

I'm not prone to idle chatter, and prefer keeping to myself unless the topic's business. I tend to approach conversation with people I've just met as though it were an interrogation.

PERSONALITY TRAITS

Ambiguity. This job's just a job, like any other. Nothing personal against my targets. (Neutral)

IDEAL

The contract turned sour, and now I find myself yoked to dangerously twisted employers.

BOND

Contract or not, I never bring murder bounties back alive. They showed no mercy, and so neither will I.

FLAW

However fine and noble the world might have seemed at first glance, once you dug a little deeper beneath the facade, a deeper truth revealed itself to you. Conflict and strife are the only real constants in "civilized" lands, and for you, therein lay the opportunity for profit. As a bounty hunter you had plied your trade well, offering dubious (if effective) services and skills to all manner of client for myriad reasons- superficial or otherwise. Regardless of the cause, the justification, or the moral impunity associated with locating your mark. Every job finished brought the clink of coin between your purse strings at the expense of another poor soul fated to endure consequences dire, and often foul.

Though the time spent in this line of work has left you grim and jilted, your reputation for ruthlessness and cunning precedes you. More often than not, you found yourself sought after and petitioned to ferret a mark, never needing to eke out the work on your own. From the lowly debtor owing the wrong merchant guild, to the misguided runaway offspring of a minor noble, or the thieving murderer eluding the city guard, none could evade your dogged pursuit, and many more dared not try once your involvement was learned.

BACKGROUND STORY

Names, Faces, and Places

Though many claim the role of a bounty hunter, few actually excel at the profession save those with a keen eye for observation. Among the adept are those who are truly gifted, having an almost preternatural talent for anticipating the behavior of their targeted mark. Being among their ranks, you have an uncanny ability to recall specific details of conversation and names you overhear or participate in as it relates to your bounty, or otherwise see written, even if only for a moment or two. You can also sketch out faces and general locations you've seen with accuracy, possessing exceptional recollection. In addition, you often effortlessly identify clues when tracking your bounty's movements and disposition that would be otherwise lost on lesser pursuers.

BACKGROUND FEATURE

TRINKET

ADDITIONAL FEATURES

ADDITIONAL TREASURE

### Rifle, Hunting

*Weapons*

8 lb.

Dungeon Master's Guide

### Monster Hunter's Pack

*Equipment Packs*

Includes a chest, a crowbar, a hammer, three wooden stakes, a holy symbol, a flask of holy water, a set of manacles, a steel mirror, a flask of oil, a tinderbox, and three torches.

10 lbs.

Curse of Strahd

### Thieves' Tools

*Tools*

Perhaps the most common tools used by adventurers, thieves' tools are designed for picking locks and foiling traps. Proficiency with the tools also grants you a general knowledge of traps and locks.

**Components.** Thieves' tools include a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers.

**History.** Your knowledge of traps grants you insight when answering questions about locations that are renowned for their traps.

**Investigation and Perception.** You gain additional insight when looking for traps, because you have learned a variety of common signs that betray their presence.

**Set a Trap.** Just as you can disable traps, you can also set them. As part of a short rest, you can create a trap using items you have on hand. The total of your check becomes the DC for someone else's attempt to discover or disable the trap. The trap deals damage appropriate to the materials used in crafting it (such as poison or a weapon) or damage equal to half the total of your check, whichever the DM deems appropriate.

**THIEVES' TOOLS**

**Activity DC**

Pick a lock Varies

Disable a trap Varies

1 lbs.

Player's Handbook

### Bomb (1)

*Explosives*

As an action, a character can light this bomb and throw it at a point up to 60 feet away. Each creature within 5 feet of that point must succeed on a DC 12 Dexterity saving throw or take 3d6 fire damage.

1 lb.

Dungeon Master's Guide

### Katana

*Weapons*

In some cultures this strong, single-edged sword is a symbol of honor and prestige. The katana is intended for two-handed use, but it's light enough to be wielded one-handed.

3 lb.

D&D Wiki

### Pistol, Automatic

*Weapons*

3 lb.

Dungeon Master's Guide