

Wynfar

CHARACTER NAME

Ranger 9th; Fighter 7th

CLASS & LEVEL

Human

RACE

Noble

BACKGROUND

Neutral-Good

ALIGNMENT

Jeff Greene

PLAYER NAME

LVL 16

EXPERIENCE POINTS

STRENGTH

13

+1

DEXTERITY

20

+5

CONSTITUTION

16

+3

INTELLIGENCE

14

+2

WISDOM

16

+3

CHARISMA

15

+2

0

INSPIRATION

+5

PROFICIENCY BONUS

- ☒ +6 Strength
- ☒ +10 Dexterity
- ☒ +8 Constitution
- ☐ +2 Intelligence
- ☐ +3 Wisdom
- ☐ +2 Charisma

SAVING THROWS

- ☒ 10 Acrobatics (Dex)
- ☒ 10 Animal Handling (Wis)
- ☐ Arcana (Int)
- ☒ 6 Athletics (Str)
- ☐ Deception (Cha)
- ☒ 7 History (Int)
- ☒ 8 Insight (Wis)
- ☐ Intimidation (Cha)
- ☐ Investigation (Int)
- ☐ Medicine (Wis)
- ☒ 7 Nature (Int)
- ☒ 8 Perception (Wis)
- ☐ Performance (Cha)
- ☒ 7 Persuasion (Cha)
- ☐ Religion (Int)
- ☐ Sleight of Hand (Dex)
- ☒ 10 Stealth (Dex)
- ☒ 10 Survival (Wis)

SKILLS

22

ARMOR CLASS

+10

INITIATIVE

30

SPEED

Hit Point Maximum 182

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

16

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Quiet and contemplative

PERSONALITY TRAITS

Union of Rohan and Gondor

IDEALS

Strong bond with Rohan and the horses of Rohan

BONDS

Overconfident

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

+4 Bow

18

Piercing

+5 Proficiency

+5 Dex

+4 Bow

+2 Fighter Ability

+1 Quiver

+17 Base

+1 Mounted

Arrow Plus

ATTACKS & SPELLCASTING

23

PASSIVE WISDOM (PERCEPTION)

ST Proficiencies - Str., Con. and Dex.
Proficient in Wagonmaking;
Member of Wagonmaking Guild in Aldburg
Proficient with Bowyer Tools
Legendary Resistance 3X (lifetime); Aslan's Gift 1x +5 Ability Check

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

+3 Magic Studded Leather (Base AC 12); Perm.Fly 30'
+4 Elven Bow; crit. 19, 2x crit. on 20. +4 Attack & Dam.
-Cavalry backpack
- Rapier
- Quiver holds 40; gives +1 Attack to arrows w/in.
-21 - +2 Mag. Arrows
- Cantrip Arrow
+1 Cloak of Prot.: requires Attunement +1 AC,+1 ST

EQUIPMENT

-Mounted Combatant (Feat)

- Adv. melee attack versus targets smaller than my mount.
- Force attack to target me instead of mount.
- If mount is subject to Dex ST effect, take 1/2 or 0 effect.

-King's Guard (ME Virtue)

- Horse Archery - +1 Attack roll mounted;
- Allows point blank range weapon shots

-Sharpshooter (Feat)

- No disadvantage at long range
- Ignore half and three quarters cover.

Alert (Feat) - +5 Init.; Can't be surprised; no adv. for unseen attackers.

Observant (Feat) +5 Passive Perception

- Darkvision 120'

- Knows Tree Structure, climbs tree at movement speed

Fighter Abilities: +2 Ranged Attacks; Second Wind; Action Surge, 5 d8 Superiority Dice
Battle Maneuvers: Goading, Precision, Disarm, Maneuver, Tripping

Ranger Abilities:

- Favored Enemy - Orcs and Goblins; Dragons
- Natural Explorer - Plains; Forest
- Defense +1 AC while wearing armor
- Beastmaster - Ranger's companion (Warhorse)
- Landstride - not affected by nonmagical difficult terrain; adv. on plant ST
- Lucky (Feat)

FEATURES & TRAITS



Wynfar

CHARACTER NAME

28

AGE

6' 0"

HEIGHT

175

WEIGHT

Blue

EYES

Tan

SKIN

Blond

HAIR

Rohan King's Guard

Brother Elboron
Rivendell Benefits: +2 Animal Handling, +2 Survival, gain Proficiency in Nature.
Personal Pass without Trace 8 hrs. per day.
Windwalk with Moonshadow to Destination. Move 300, resistant to non magic weapons while Windwalking. 1 Action to initiate or come out of Windwalking.

NAME

SYMBOL

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

Wynfar is the son of Eowyn and Faramir. He grew up in Gondor, but frequently visited Rohan as a small child. Upon the age of adulthood (14), he chose to train as a Rider of Rohan in the King's Guard, where he learned his skills as a Ranger. He never lost his love of Ithilien and travels there as much as possible.

Warhorse - Moonshadow - AC -12; Str-18;Dex-14;Con-15;Int-2; Wis-12;Cha-7; Spd 60'; HP 36; Damage 2d6+4; Reach 5'; +6 to hit.

(Wynfar's Proficiency +5 added to Attack, Dam., AC, and ST)

-Creature Collar - +2 AC, -2 Damage, +2 ST

-Horseshoes of the Zephyr - Windwalk

-Bonus Action to command beast to Dash, Help, Disengage or Dodge.

ADDITIONAL FEATURES & TRAITS

Amulet of Proof Against Detection - requires attunement; can't be targeted by divination spells or Magic Scrying Sensors.

Boots of Haste - requires Attunement. Bonus action to throw Haste, no lethargy.

Rod of Alertness - Requires Attunement; When holding the rod, one gains advantage on Perception and Initiative. Throws See Invisible, Detect Magic, Detect Evil, Detect Poison and Disease. As an Action, plant haft on the ground; shines bright light for 60', dim for another 60'; friendlies in bright light gain +1 AC and +1 ST and can sense anything invisible in the bright light with a 10 minute duration.

CHARACTER BACKSTORY

TREASURE

Ranger

WIS

SPELLCASTING ABILITY

16

SPELL SAVE DC

8

SPELL ATTACK BONUS

SPELLCASTING CLASS

0

CANTRIPS

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

☐ Longstrider
 ☐ Cure Wounds
 ☐ Hunter's Mark

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☐ Prot. Poison
 ☐ Pass Without Trace

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☐ Nondetection
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