

LOOKOUT / FACE

CHARACTER NAME

Ranger 3

CLASS & LEVEL

PLAYER NAME

Tabaxi

SPECIES

Outlander

BACKGROUND

(Milestone)

EXPERIENCE POINTS

STRENGTH

10

+0

DEXTERITY

18

+4

CONSTITUTION

12

+1

INTELLIGENCE

10

+0

WISDOM

14

+2

CHARISMA

14

+2

- +2 Strength
- +6 Dexterity
- +1 Constitution
- +0 Intelligence
- +2 Wisdom
- +2 Charisma

Saving Throw Modifiers

SAVING THROWS

- +6 Acrobatics DEX
- +2 Animal Handling WIS
- +0 Arcana INT
- +2 Athletics STR
- +4 Deception CHA
- +0 History INT
- +4 Insight WIS
- +4 Intimidation CHA
- +2 Investigation INT
- +2 Medicine WIS
- +2 Nature INT
- +4 Perception WIS
- +4 Performance CHA
- +6 Persuasion CHA
- +0 Religion INT
- +4 Sleight of Hand DEX
- +6 Stealth DEX
- +4 Survival WIS
- _____
- _____
- _____

SKILLS

+4

INITIATIVE

ARMOR

15

CLASS

DEFENSES

HEROIC INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking), 30 ft. (Climbing)

SPEED

Max HP **25** Current HP Temp HP **--**

HIT POINTS

Total **3d10**

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===
Light Armor, Medium Armor, Shields

=== WEAPONS ===
Martial Weapons, Simple Weapons

=== TOOLS ===
Fiddle

=== LANGUAGES ===
Common, Common Sign Language, Orc, Sylvan

PROFICIENCIES & TRAINING

=== ACTIONS ===

Standard Actions
Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

=== SPECIAL ===

Dreadful Strikes
When you hit a creature with a weapon, you can deal an extra 1d4 psychic damage to the target, which can take this extra damage only once per turn.

Feline Agility • 1 / Other
When you move on your turn in combat, you can double your speed until the end of the turn. Once used, you can't use this trait again until you move 0 ft. on one of your turns.

ACTIONS

14 PASSIVE PERCEPTION

14 PASSIVE INSIGHT

12 PASSIVE INVESTIGATION

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Longbow	+6	1d8+4 Piercing	Martial, Ammunition, Heavy, Range, Two-Handed, Slow, Range (150/600)
Quarterstaff	+2	1d6 Bludgeoning	Simple, Versatile, Topples
Shortsword	+6	1d6+4 Piercing	Martial, Finesse, Light, Vex
Shortsword	+6	1d6+4 Piercing	Martial, Finesse, Light, Vex
Unarmed Strike	+2	1 Bludgeoning	
Cat's Claws	+2	1d6 Slashing	

WEAPON ATTACKS & CANTRIPS

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Tabaxi	Outlander	(Milestone)
SPECIES	BACKGROUND	EXPERIENCE POINTS

=== RANGER FEATURES ===

* Hit Points • PHB 90

* Proficiencies • PHB 90

* Favored Enemy • PHB 91

You have advantage on Survival checks to track your favored enemies, as well as on INT checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

| Beasts • PHB

Beasts are nonhumanoid creatures that are a natural part of the fantasy ecology. Some of them have magical powers, but most are unintelligent and lack any society or language.

* Natural Explorer • PHB 91

You have a favored terrain type. Your proficiency bonus is doubled for proficient skills when you make an INT or WIS check related to it. While traveling for an hour or more in your chosen terrain, difficult terrain doesn't slow your group's travel, your group can't become lost except by magical means, you remain alert to danger even when you are engaged in another activity, you can move stealthily at a normal pace (while alone), you find twice as much food while foraging, and while tracking creatures, you learn the exact number, sizes, and how long ago they passed through the area.

| Mountain • PHB

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions.

* Fighting Style • PHB 91

You adopt a particular style of fighting as your specialty.

| Two-Weapon Fighting • PHB

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

* Spellcasting • PHB 91

You can cast known ranger spells using WIS as your spellcasting modifier (Spell DC 12, Spell Attack +4).

* Ranger Archetype • PHB 92

| Fey Wanderer

* Primeval Awareness • PHB 92

As an action, you can expend one ranger spell slot (1 minute per level of spell slot) to sense whether any aberrations, celestials, dragons, elementals, fey, fiends, or undead are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain). This feature doesn't reveal the creatures' location or number.

| 1 Action

* Dreadful Strikes • TCoE 58

When you hit a creature with a weapon, you can deal an extra 1d4 psychic damage to the target, which can take this extra damage only once per turn.

| Special

* Fey Wanderer Magic • TCoE 58

You learn an additional spell when you reach certain levels in this class, as shown in the Fey Wanderer Spells table.

* Otherworldly Glamour • TCoE 59

Whenever you make a CHA check, you gain a +2 bonus to the check.

=== TABAXI SPECIES TRAITS ===

* Ability Score Increases • MotM 5

When determining your character's ability scores, increase one score by 2 and increase a different score by 1, or increase three different scores by 1.

| Increase two scores (+2 / +1) •

Increase one of these scores by 2 and a different score by 1.

* Languages • MotM 5

Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character.

* Creature Type • MotM 33

You are a Humanoid.

* Size • MotM 33

You are Medium or Small. You choose the size when you select this race.

* Speed • MotM 33

Your walking speed is 30 ft., and you have a climbing speed equal to your walking speed.

* Cat's Claws • MotM 33

You can use your claws to make unarmed strikes. When you hit with them, you deal 1d6+0 slashing damage.

| 1 Action

* Cat's Talent • MotM 33

You're proficient in Perception and Stealth.

* Darkvision • MotM 33

You can see in dim light within 60 ft. of you as if it were bright light and in darkness as if it were dim light, only

FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT	
CP	0	Skyhand Gloves	1	0.1 lb.	Tinderbox	1	1 lb.
		Leather	1	10 lb.	Torch	10	10 lb.
SP	0	Quarterstaff	1	4 lb.	Waterskin	1	5 lb.
		Shortsword	1	2 lb.	Bedroll	1	7 lb.
EP	0	Shortsword	1	2 lb.	Mess Kit	1	1 lb.
		Longbow	1	2 lb.	Rations (1 day)	10	20 lb.
GP	10	Arrows	20	1 lb.	Rope, Hempen (50 feet)	1	10 lb.
		Backpack	1	5 lb.	Tinderbox	1	1 lb.
PP	0	Clothes, Traveler's	1	4 lb.	Torch	10	10 lb.
		Hunting Trap	1	25 lb.	Waterskin	1	5 lb.
		Pouch	1	1 lb.			
		Bedroll	1	7 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
		Mess Kit	1	1 lb.	Skyhand Gloves	1	0.1 lb.
		Rations (1 day)	10	20 lb.			
		Rope, Hempen (50 feet)	1	10 lb.			

EQUIPMENT

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Ranger 3
CLASS & LEVEL

gilgamesh8181
PLAYER NAME

Tabaxi
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EXPERIENCE POINTS

discerning colors in that darkness as shades of gray.

* Feline Agility • MotM 33

When you move on your turn in combat, you can double your speed until the end of the turn. Once used, you can't use this trait again until you move 0 ft. on one of your turns.

| 1 / Other • Special

ADDITIONAL FEATURES & TRAITS

NAME

QTY

WEIGHT

NAME

QTY

WEIGHT

ADDITIONAL EQUIPMENT

		Medium		
GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	SKIN	EYES	HAIR

LOOKOUT / FACE

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

Ranger

SPELLCASTING CLASS

WIS

SPELLCASTING ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== 1st LEVEL ===		3 Slots 000							
O	Hunter's Mark	Ranger	--	1BA	90 ft.	V	Concentration, up to 1 hour	PHB 251	Ext. D: (See Description)*, D: 1h, V
O	Absorb Elements	Ranger	--	1R	Self	S	1 round	EE 150	D: 1Rnd, S
O	Fog Cloud	Ranger	--	1A	120 ft./20 ft. Sphere	V,S	Concentration, up to 1 hour	PHB 243	D: 1h, 20 ft. Sphere, V/S
O	Feather Fall	Skyhand Gloves	--	1R	60 ft.	V,M	1 minute	PHB 239	1 Charge, D: 1m, V/M
P	Charm Person	Fey Wanderer Magic (Always Prepared)	WIS 12	1A	30 ft.	V,S	1 hour	PHB 221	D: 1h, V/S

SPELLS

Lookout / Face

Role on the Ship: Early Warning, First Contact, Risk Assessment

Class: Ranger (Fey Wanderer) — Level 3

Descriptor: Often noticed for catching what others miss; sometimes decides when silence is safer than action.

Who You Are

You are not usually the loudest voice on the deck.

You are often the one who notices when the wind feels wrong, when a shadow moves against the pattern of the clouds, or when a smile lasts half a second too long. You tend to live in the space between certainty and disaster — where awareness matters more than strength.

You do not command the crew. You provide information and perspective. When you speak, it is usually because something has crossed from *possible* into *likely*.

Background & History

You grew up moving — across borders, through wild places, between cultures that didn't always welcome outsiders. You learned early that survival isn't about being the strongest person in the room, but about knowing when a situation is about to turn.

You learned how to read weather, terrain, and people with the same careful attention. Silence, posture, rhythm — these things speak louder than threats if you know how to listen.

You joined this crew because they listen when you warn them. In the sky, that kind of trust keeps people alive.

What You Can Do (In the World)

- **See Trouble Early:** You notice movement, intent, and disruption before it becomes immediate danger.
- **Control Space:** Through positioning, ranged pressure, and movement, you shape how encounters unfold.
- **Manage First Contact:** You read people quickly and decide whether to de-escalate, distract, or prepare for violence.

Mechanical Framing (Player Guidance)

- **Favored Foe** represents focused threat assessment, not hatred.
 - **Fey Wanderer abilities** reflect social pressure, intuition, and the ability to unsettle opponents — not spectacle magic.
 - Your spells are tools for control, information, and escape rather than raw damage.
-

Your Role on the Ship

- Take first watch and long watches
- Spot threats before initiative is rolled
- Advise the Captain when to press forward or disengage
- Handle first contact in ports, ruins, or open sky

You don't decide what the crew does — you decide what they *need to know*.

How Others See You

- **Captain:** Relies on your warnings to make the ship's call.
- **Enforcer:** Positions themselves based on what you see coming.
- **Machanic:** Adjusts plans when you say something doesn't feel right.
- **Medic:** Prepares triage when you predict violence.
- **Quartermaster:** Watches negotiations more closely when you fall quiet.

They trust your instincts — especially when you hesitate.

Roleplay Anchors

- What detail always draws your attention first?
 - When do you choose silence instead of warning?
 - Who on the crew do you quietly keep an eye on — and why?
 - What past mistake taught you to trust your instincts?
-

Playing the Lookout

Some lookouts are quiet and restrained. Others are anxious, blunt, talkative, or openly expressive. Awareness matters more than temperament.

You don't have to be calm. You don't have to be subtle. When you say "something's wrong," it's because *you* believe it.

Player Freedom Note

This sheet describes how others commonly perceive the Lookout's role and how experience often manifests.

You are encouraged to bend, challenge, or subvert any of this in play. Your version of this character is the canon one at the table.

SKYHAND GLOVES

Wondrous Item, uncommon (requires attunement)

These close-fitting gloves are crafted from woven aether-cloth, faintly shimmering like heat over stone.

Along the palms and fingers, thin inlays of polished sky-serpent scales are worked into the weave, their deep blue and storm-grey surfaces catching the light. At great heights, the scales grow subtly warm, as though listening to the currents of the air.

Serpent's Grip

You gain a +2 bonus to Acrobatics checks.

In addition, when a creature or effect would cause you to drop an object you are holding or pull an object from your grasp, you have advantage on any ability check or saving throw made to resist that effect.

Feathered Descent (1/Day)

You can cast Feather Fall without material components.

Notes: Bonus: Acrobatics, Utility, Handwear