Irhtos the Hunter

Class: Ranger (level 4)
Race: Lizardfolk
Languages: Common, Dwarvish, Draconic
Alignment: Lawful Neutral
Background: Urban Bounty Hunter

Max HP: 39
Hit Dice: 4d10
Armor Class: 15 (no armor)
Speed: 30 ft.
Initiative: +4
Passive Perception: 14
Passive Investigation: 12
Passive Insight: 14
Darkvision: 60 feet

Proficiencies (Bonus +2)
- Light/Medium Armor + Shields
- All Weapons
- Thieves' Tools
- Horn

SKILLS	MODIFIER
Acrobatics (DEX)	+2
Animal Handling (WIS)	+2
Arcana (INT)	+0
Athletics (STR)	**+4**
Deception (CHA)	-1
History (INT)	+0
Insight (WIS)	**+4**
Intimidation (CHA)	-1
Investigation (INT)	**+2**
Medicine (WIS)	+2
Nature (INT)	+0
Perception (WIS)	**+4**
Performance (CHA)	-1
Persuasion (CHA)	+1
Religion (INT)	+0
Sleight of Hand (DEX)	+2
Stealth (DEX)	**+4**
Survival (WIS)	**+4**

STATS	SCORE	MODIFIER	SAVE
Strength	14	+2	**+4**
Dexterity	14	+2	**+4**
Constitution	15	+2	+2
Intelligence	10	+0	+0
Wisdom	14	+2	+2
Charisma	9	-1	-1

ATTACKS	HIT	DAMAGE	NOTES
Longbow	+6	1d8+2 piercing	Range (150/600), 2-handed
Shortsword	+4	1d6+2 piercing	Finesse, Light
Bite	+4	1d6+2 piercing	

SPELL SLOTS	MODIFIER	SPELL ATTACK	SAVE DC
3 Spell Slots (LEVEL 1)	+2	+4	12

Dread Ambusher: A the start of your first turn in a combat, your speed increases by 10 ft. for that turn If you attack, you can make one additional weapon attack that deals an extra 1d8 damage.

Sharpshooter: Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls, and your ranged attacks ignore partial cover. Before you make a ranged attack, you can choose to take a -5 penalty to add +10 to the damage if it hits. You have +2 to attack rolls with ranged weapons (included above)

Natural Explorer: Your favored terrain is swamps. Your proficiency bonus is doubled for skills when you make an INT or WIS check related to it. When traveling for an hour or more in swamps, difficult terrain doesn't slow your group's travel, you 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.

Favored Enemy: You have advantage on Survival checks to track Dwarves and Humans, as well as on INT checks to recall information about them.

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

Hungry Jaws: Once per short rest as a bonus action, you can make a bite attack to gain 2 temporary HP. You can also hold your breath for 15 minutes.

Umbral Sight: While in darkness, you are invisible to any creature that relies on darkvision to see you in darkness.

Ear to the Ground: You are in communication with the segment of society that your chosen quarries move through, which comes in the form of a contact in locales you visit.

Cunning Artisan: As part of a short rest, you can create a shield, club, javelin, darts, or blowgun needles using materials from slain creatures.

Natural Armor: When you aren't wearing armor, your AC is 13 + DEX modifier.

Spellcasting: You can cast 3 spells, and your spell slots are refreshed upon a long rest.

After carving out a home in (somewhat) civilized society, Irhtos leveraged his experience tracking in the wild to locate, extract, or eliminate targets for private interests.

SPELLS	RANGE	HIT/DC	EFFECT
Hunter's Mark (Concentration)	90 ft.	-	As a bonus action, choose a creature you see in range. For up to 1 hour, you deal an extra 1d6 damage when you make a weapon attack, and you have advantage on any Perception or Survival check to find it
Disguise Self	Self	-	You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different for 1 hour or until you use your action to dismiss it. You can seem 1 foot shorter or taller, or appear thin or fat or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. To discern that you are disguised, a creature can use its action to inspect you appearance and must succeed on a DC 13 Investigation check.
Alarm	30 ft.	-	After casting for 1 minute, you set an alarm on an area no larger than a 20-foot cube. For up to 8 hours, the alarm alerts you when a creature touches or enters the warded area. You can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible. A mental alarm alerts you with a ping in your mind if you are within 1 mile and awakens you if you are sleeping. An audible alarm produces the sound of a bell for 10 seconds within 60 feet.
Snare	Touch	-	As you cast this spell over 1 minute, you expend a 25-foot piece of rope to create a 10-foot diameter circle. When you finish casting, the rope disappears and the circle becomes a magic trap. It is nearly invisible, requiring a DC 12 Investigation check to be discerned. A creature that trips the trap must succeed a DEX saving throw or be magically housed into the air, leaving it hanging upside down 3 ft. above the floor. The creature is restrained there until the spell ends. The restrained creature can make a DEX saving throw at the end of each of its turns, ending the effect on a success. Another creature may also use an action to make a DC 12 Arcana check against your trap to end the restrained effect.