

# T'LINGBET

## DRAGONBORN RANGER, LEVEL 1

**HERITAGE** Dragonborn **CULTURE** Wildling **BACKGROUND** Outlander **DESTINY** Coming of Age

**Armor Class** 16 (handsfree shield, hard to hit)

**Hit Points** 11

**Hit Dice** 1 (1d10+1)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	12 (+1)	15 (+2)	8 (-1)

**Proficiency Bonus** +2; **Maneuver DC** 13

**Saving Throws** Str +2, Dex +5

**Skills** Animal Handling (training), Athletics (1d4, swimming 1d6), Nature, Perception, Survival

**Tools** herbalism kit, navigator's tools, water vehicles (1d4)

**Senses** darkvision 60 ft. (120 ft. underwater), passive Perception 14

**Languages** Common, Aquan, Draconic, Sylvan (studied adversary)

**Enhanced Vision: Sunseeing.** T'lingbet gains an expertise die on Investigation and Perception checks made in daylight.

**Expert Forager.** Once per long rest, T'lingbet can spend 4 hours of time to locate Supply for himself or one other creature, or magical reagents worth up to 5 gold.

**Exploration Knack: Beast Friend.** If T'lingbet spends 10 minutes befriending a Medium or smaller beast of CR 1/8 or less, he becomes its guardian ranger. It follows T'lingbet and is loyal to him, but it acts independently. In combat, it rolls its own initiative and acts on its own turn. The beast won't attack except as a reaction to being attacked, but it can take other actions as normal and makes death saving throws. T'lingbet can only be a guardian ranger to one beast at a time.

**Exploration Knack: Herbal Bitters.** T'lingbet can spend an hour collecting natural ingredients and brewing two servings of a bitter drink that is potent for 24 hours. Imbibing a serving takes an action and reduces fatigue by one level for 4 hours.

**Hard to Hit.** While he isn't wearing armor, T'lingbet's AC equals 15.

**Internal Clock.** By observing the environment when on the material plane, T'lingbet can estimate the time of year down to within a week of the actual date. When he is outdoors, T'lingbet knows the time of day.

**Living Off The Land: Water Drifter.** T'lingbet gains an expertise die when making an ability check to use a water vehicle and on Athletics checks.



**Studied Adversary: Fey.** T'lingbet has advantage on Survival checks to track fey creatures, as well as on ability checks to recall information about them. He has learned to communicate with creatures using basic words in Sylvan, if they speak or understand the language. During a long rest, he can replace his studied adversary with a new one.

**Swimmer.** T'lingbet can hold his breath for up to 15 minutes at a time.

**Familiar Terrain.** When making an Intelligence or Wisdom check related to a natural terrain, T'lingbet gains an expertise die if using a skill he's proficient in. While traveling for an hour or more in a natural terrain, T'lingbet gains the following benefits:

- Difficult terrain doesn't slow his group's travel;
- His group can't become lost except by magical means;
- He gains +2 to his passive Perception; if traveling alone, he can move stealthily at a normal pace;
- When he forages, he finds twice as much Supply as one normally would;
- While tracking other creatures, he also learns their exact number, their sizes, and how long ago they passed through the area.

## BONUS ACTIONS

**Dagger (off-hand).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

## ACTIONS

**Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

**Harpoon (javelin).** *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 3 (1d6) piercing damage. A line can be tied to a loop on the shaft of the harpoon for easier retrieval.

**Longbow.** *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

**Net.** *Ranged Weapon Attack:* +2 to hit, range 5/15 ft., one corporeal Large or smaller creature that cannot move through a space one inch or smaller. *Hit:* The target is restrained until it is freed. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature

within its reach on a success. A net has AC 10, 5 hit points, and is immune to bludgeoning damage.

**Dragon Breath (1/Rest).** T'lingbet unleashes arcs of draconic lightning in a 15-foot cone of magical destruction. Each creature in the breath's area makes a DC 11 Dexterity saving throw, taking 2d6 lightning damage on a failed save or half damage on a success.

## EQUIPMENT

Shortsword, harpoon, longbow, net, hands-free shield, explorer's pack (backpack, bedroll, mess tin, tinderbox, 10 torches, 10 days of rations, waterskin, 50 feet of hemp rope), fishing tackle, herbalism kit, hunting snare, hunting trap, navigation tools, quiver of 20 arrows, traveler's clothes, 7 gold.

## SUPPLY

10 (rations)

## BACKGROUND: OUTLANDER

**Connection.** Seravii, the kindly old alchemist who found T'lingbet unconscious on the riverbank and nursed him back to health; whenever T'lingbet passes through town, she often requests that he bring her rare herbs, fungi, and other rare ingredients for use or sale at her apothecary.

**Memento.** A splinter of wood from the riverboat wreck which took T'lingbet's family from him.

**Trader.** While in or near the wilderness, if he has a trading relationship with a tribe, settlement, or other nearby group, T'lingbet can maintain a moderate lifestyle for himself and his companions by trading the products of his hunting and gathering.

## DESTINY: COMING OF AGE

T'lingbet gains inspiration whenever he achieves a personal milestone.

**Ready to Learn.** He hasn't had training in everything, but T'lingbet is determined to give it his all anyway. As a bonus action he may spend his inspiration to gain proficiency with a weapon, armor, skill, or tool for the next hour.

**Special: Finding Yourself.** Sometimes it takes a journey to find yourself. T'lingbet may exchange this destiny for another destiny at any time.

**AGE** 17 **HEIGHT** 6 feet 2 inches **WEIGHT** 275 pounds **SIZE** Medium

## OVERVIEW

Wiry and lithe, his sleek fins running the full length of his body from head to tail, T'lingbet is most at ease when in or near the water. But his quest to traverse the all ends of the earth demands more of him than spending his days floating lazily down the river. With a keen mind and sharpened senses, T'lingbet is a quick study when entering novel situations and is well on his way to becoming an accomplished wilderness rover.

## HISTORY

As a youth, T'lingbet was separated from his family during a flash flood, the result of a sudden, unexpected, and unnatural storm. The family's riverboat was dashed to pieces and T'lingbet was knocked unconscious. When he came to, no sign of his family or the boat remained aside from a splintered length of wood clutched tightly in his fist. Stranger still, the draconian nation to which he once belonged, a small but thriving riverdragon community, had vanished as well. T'lingbet returned home to find boats, docks, and huts, demolished and completely abandoned, but no dragonborn casualties, inhabitants, or refugees -- almost as if they had just disappeared from existence. T'lingbet spent the past few years traveling up and down the long river learning the ways of the wilderness and searching for his lost kin. Having had no luck thus far, he has recently decided to expand his search out into the adjoining regions.

## PERSONALITY

Determined and self-motivated, T'lingbet strives for perfection in all he does. He suffers from occasional bouts of survivor's guilt, but on the whole keeps an optimistic outlook on life. Though he is still quite young for a dragonborn, his experience has matured him beyond his years. He is cautious and deliberate in his interactions, and has a good head for the trading business. But this same pragmatism often keeps him from enjoying life's simple pleasures.

## GOALS

In the back of his mind, T'lingbet holds out hope that his family survived the storm those many years ago. Some part of him believes if he could become the best tracker in the world, he could pick up their trail and be reunited with them at last. One theory he is currently exploring is mass abduction by a nefarious fey monarch. To that end, he has studied fey creatures, language, and lore in hopes of finding a path into The Dreaming that might validate or disprove such a hypothesis.