

## Bogakh Jogug



## Half-Orc

### Darkvision

Thanks to your orc blood, you have superior vision in dark and dim Conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

### Menacing

You gain proficiency in the Intimidation skill.

### Relentless Endurance

When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

### Savage Attacks

When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

## Outlander

### Wanderer

You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

## Ranger

### Favored Enemy: *Undead*

You gain a +2 bonus to damage rolls with weapon attacks against undead. Additionally, you have advantage on Wisdom (Survival) checks to track undead, as well as on Intelligence checks to recall information about them.

### Natural Explorer

You are a master of navigating the natural world, and you react with swift and decisive action when attacked. This grants you the following benefits:

- You ignore difficult terrain.
- You have advantage on initiative rolls.
- On your first turn during combat, you have advantage on attack rolls against creatures that have not yet acted.

In addition, you are skilled at navigating the wilderness. You gain the following benefits when traveling for an hour or more:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.

- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

**Fighting Style:** *Archery*

You gain a +2 bonus to attack rolls you make with ranged weapons.

**Primeval Awareness**

Your mastery of ranger lore allows you to establish a powerful link to beasts and to the land around you. You have an innate ability to communicate with beasts, and they recognize you as a kindred spirit.

Through sounds and gestures, you can communicate simple ideas to a beast as an action, and can read its basic mood and intent. You learn its emotional state, whether it is affected by magic of any sort, its short-term needs (such as food or safety), and actions you can take (if any) to persuade it to not attack.

You cannot use this ability against a creature that you have attacked within the past 10 minutes.

Additionally, you can attune your senses to determine if any of your favored enemies lurk nearby. By spending 1 uninterrupted minute in concentration (as if you were concentrating on a spell), you can sense whether any of your favored enemies are present within 5 miles of you. This feature reveals which of your favored enemies are present, their numbers, and the creatures' general direction and distance (in miles) from you. If there are multiple groups of your favored enemies within range, you learn this information for each group.

## Hunter Conclave

**Hunter's Prey:** *Horde Breaker*

Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

**Extra Attack**

You can attack twice, instead of once, whenever you take the Attack action on your turn.

## **Bogakh Jogug**

De Field of Telar zijn altijd berucht geweest om hun Orc-hordes, en als gevolg daarvan zijn Half-Orc niet heel zeldzaam. Hoewel Half-Orcs enigszins geaccepteerd/geduld worden is het niet makkelijk om in een stad of dorp een makkelijk bestaan te leiden. Dus groeide Bogakh op in vlakten van Telar en de bossen van Ryn. Daar kwam hij in aanraking met een clan nature-nomaden, geleid door enkele druids en rangers. Hier leerde hij hoe over de balans in de natuur en te overleven. En voelde hij zich voor het eerst echt geaccepteerd, ondanks zijn opvliegers en neiging om alles eerst met geweld op te lossen.

Op een dag kwam een zwaar gewonde elf het kamp binnen strompelen. Terwijl zijn mede nomaden voor de Elf zorgden ging Bogakh op zoek naar wat die Elf had aangevallen. Na een dag kwam hij een leger ondoden tegen die het spoor van de gewonde elf volgden. Wetende dat dat betekende dat zijn clan daarom zou aangevallen rende hij zonder stoppen terug naar zijn clan om ze te waarschuwen. Door zijn waarschuwing konden de nomaden in de korte tijd die ze nog hadden barricades bouwen en de kinderen en ouderen in veiligheid brengen. Daarna volgde een zwaar gevecht tegen een bijna eindeloze horde ondoden die het kamp leken te overstromen. De Elf, Galion, bijna bijgekomen van zijn wonden vocht mee en vormde een goed team met Bogakh.

Na het gevecht leerden ze dat de ondoden van een mage kwam, die voorzien werd door iemand uit "The Burrows". Samen met Galion ging Bogakh op weg om de doden en gewonden van zijn clan te wraken.