

# Tanya Pulcurio - They/She

## Planar Guide and Forager

**STR**

**13**

+1

**DEX**

**18**

+4

**CON**

**14**

+2

**INT**

**8**

-1

**WIS**

**16**

+3

**CHA**

**11**

+0

**Initiative**

**+3**

**Speed**

**35ft.**

**Max HP**

**28**

**AC**

**15**

**Proficiency**

**+2**

**Spell Modifier: +3 Spell Attack: +5 Save DC: 13**

**Proficiencies:** Athletics +3, Nature +1, Perception +5, Performance +2, Sleight of Hand +6, Survival +5

**Saves:** Dexterity +6, Strength +3 \*Advantage on all Spell Saves\*

**Passive Perception: 16**

**Tool Proficiencies:** Herbalism Kit, Birdpipes, Thelarr

**Languages:** Common, Sylvan, Gnomish, Undercommon

### Actions

**Quarterstaff:** +6 to hit 1d8+1 Bludgeoning

**Longbow:** +3 to hit, 1d8+4 piercing, range 150/600

**Spellcasting:** Tanya is a 1st level spell caster, using Wisdom as their modifier, with access to the following spells:

**At Will:** Shillelagh, Thorn Whip, Produce Flame

**1st lvl (3 slots):** Cure Wounds, Goodberry, Protection from Good and Evil, Speak with Animals

**Ram:** You can use your head and horns to make unarmed strikes.

When you hit with them, the strike deals 1d6 + your Strength modifier bludgeoning damage, instead of the bludgeoning damage normal for an unarmed strike.

**Primeval Awareness:** 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.

**Planar Warrior:** As a **bonus action**, choose one creature you can see within 30 feet of you. The next time you hit that creature on this turn with a weapon attack, all damage dealt by the attack becomes force damage, and the creature takes an extra 1d8 force damage from the attack. When you reach 11th level in this class, the extra damage increases to 2d8.

**Natural Explorer - Forest:** 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 forests, 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.

### Mirthful Leap

When you make a long or high jump, you can roll a d8 and add the result to the number of feet you cover. This extra distance costs movement as normal.



Tanya is a 6 foot tall Satyr with long chestnut brown hair, hazel eyes, and long, curved black horns with white tips. They are non-binary and fairly quiet around people they don't know, unless you get her talking about snacks, then they'll talk non stop about the flavors of the local flora and fauna.

On the material plane, Tanya can be found wandering the northern forests and mountains, foraging for ingredients to bring back to their Partner in the city. They can act as a guide back to the city, or to any location within 100 miles.

If the party is stuck in another plane, she can be found visiting her parents and if asked, can get the party to another plane with this ability:

**Detect Portal** - As an action, you detect the distance and direction to the closest planar portal within 10 miles of you.

**Built as a Level 3 Horizon Walker Ranger**

**Familiar Enemy:** Fey

**Favoured Terrain:** Forest

**Alignment Suggestion:** Neutral Good

### Inventory

- Chain Shirt
- Quarterstaff
- Bag of Goodberry Pastries
- Collection of tree bark with maps to various planar portals carved on them.

### Backstory

Tanya was born in the Feywilds to very loving Satyr parents who were overjoyed to share the world with their little one, and not just this world, but as many as they could get to. The Pulcurios were fascinated with exploring the history and cultures of other planes and, after Tanya was old enough to trot around on their own, the whole family found the nearest Planar Portal and started exploring and researching the varied and vast planes of the universe.

No matter where they were, Tanya always wandered off, following her own curiosity to find everything new she could..and immediately put it in her mouth. Plants, rocks, bugs, glowing ooze (that one tingled for a while) it didn't matter, until Tanya was a teenager this was how she explored the world, finding the tastiest, and nastiest things on each plane despite her parents' attempts to get her to stop. If nothing else, Tanya and her father got very good at making antidotes and remedies for her frequent stomachaches. Eventually they stopped trying to eat everything they came across, though she still tasted everything, new flavors and foods becoming her favorite thing to find as the young Satyr traveled the planes.

Of all the planes they'd been to by the time Tanya was an adult, the material one had the tastiest and most varied flavors. When the Pulcurios found themselves transported to the Material plane once more, Tanya was in her 60s and, though they loved exploring and traveling with their parents, it was time for her to have her own adventures and find her place in the planes.. After a lot of goodbye hugs and a promise to meet at the same portal in 10 years, Tanya stayed in the material plane as the Pulcurios walked through a portal for the first time without her.

Starting in the southernmost land they could, Tanya made their way through the largest continent on the material plane, heading north in a zig-zag pattern. She was able to try so many new flavors and as Tanya traveled, they'd keep their senses open to planar portals, making small maps on the back of large pieces of tree bark, in case she felt like visiting later. After 7 years of wandering their way North, Tanya arrived at the last large city before the land becomes fully frozen. They take a solid month to explore every bit of it, trying every restaurant and food stall they can find, including a little bakery, tucked away in the southeast corner of the city called "Tokens of my Confection."

The Gnomish baker who owned the place was covered in flour working on a new recipe when Tanya first saw them, though it wasn't how they looked that drew Tanya in, it was the sweet smell of whatever they were making, something they'd never smelled before. She begs the baker to let her try the new treat and, even though the Gnome seemed disappointed in the results, they relented and let the Satyr try it. The taste was familiar but different...earthy but sweet, what was this made out of? Tanya asked and was delighted to hear it was plant roots from the local mountain range, almost immediately leaving to find more. When they returned to the bakery a week later, satchel full of the rare roots, the Gnome went from confused to ecstatic and after some proper introductions, the two quickly became friends with Tanya offering to gather rare ingredients in exchange for getting to taste everything the Baker makes.

It takes 2 years of shared meals between the two friends before either of them realize their feelings are deeper than that. Tanya loved more than their cooking, and the Baker loved more than having someone to share it with. It would take another year, and a trip to meet Tanya's parents before they said the words, but the wandering Satyr had found their forever home, and it turned out to be sweeter than they could have ever imagined.



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