

Link

Strength
16
+3

Dexterity
16
+3

Constitution
16
+3

Intelligence
8
-1

Wisdom
11
+0

Charisma
12
+1

Saving Throws

☐ +3 Strength

☐ +3 Dexterity

☐ +3 Constitution

☐ -1 Intelligence

☐ +0 Wisdom

☐ +1 Charisma

Skills

☐ +3 Acrobatics

☐ +0 Animal Handling

☐ -1 Arcana

☐ +3 Athletics

☐ +1 Deception

☐ -1 History

☒ +2 Insight

☐ +1 Intimidation

☒ +1 Investigation

☐ +0 Medicine

☒ +1 Nature

☒ +2 Perception

☐ +1 Performance

☐ +1 Persuasion

☐ -1 Religion

☐ +3 Sleight of Hand

☒ +5 Stealth

☒ +2 Survival

Hit Points
42
52

Armor Class
16

Initiative
+3

Proficiency Bonus
2

Speed
30

Passive Perception
12

Death Saves

Successes ☐ ☐ ☐

Failures ☐ ☐ ☐

Hit Dice

0 d6 +3
Max

0 d8 +3
Max

4 d10 +3
Max

0 d12 +3
Max

Proficiencies

Weapons
Basic Weapons

Languages
Common

Tools
...

Attacks and Spellcasting			
Attack	Bonus	Damage	Type
Shortsword	+ 5	1d6 + 3	
Longbow	+ 5	1d8 + 3	
Phantom Disaster	+ 5	1d10 + 3	
+			

Features and Traits

Favored Enemy:

Advantage on Survival (WIS) checks to track and INT checks to recall information about them, + 1 language they speak

- Level 1: Giants (none)

- Level 6: Fiends (none)

Natural Explorer:

Double proficiency bonus on WIS / INT checks about your favored terrain:

- Level 1: Forest

- Level 6: Underdark

When traveling for 1 hour or more you gain:

- difficulty terrain doesn't slow your group

- your group can't become lost except by magic

- always alert to danger (not distracted)

- if traveling alone, you can move w/ stealth at normal speed

- when you forage, you find 2x food

- while tracking creatures, you know their exact number, size, and how long ago they passed through area

Fighting Style: Archery

+2 on attack rolls w/ range weapons

Ranger Archetype: Hunter

Hunter's Prey:

- Colossus Slayer: +1d8 damage on hit w/ weapon attack if creature below max hp (once per turn)

Extra Attack:

Can attack twice instead of once when taking attack action

Inventory 1.52 / 240 lbs

Coin Pouch

76gp 1.52 lbs

0

Platinum Pieces

76

Gold Pieces

0

Electrum Pieces

0

Silver Pieces

0

Copper Pieces

Equipment

0 lbs

1

Bracers of Dexterity

1

Chain mail

1

flask of acid

0

potion of healing

Add Item

Edit Groups

https://character-sheet-dnd5.appspot.com/#fileId=0BwQNloQbtainM0g2OTZTMU9EOUk&userId=107062438212745883823

1/2

Description

Half Elf, Neutral Good

Personality Traits

Greatly wants to be brave and courageous, but tends to hid in bushes and fight from a distance

Ideals

Bonds

Flaws

Tends to be perverted and over sexualized and lacks decision making abilities

Spellcasting Ability

Wisdom

Spell Save DC

10

Spell Attack Bonus

2

Max Prepared Spells

4

Cantrips

☐ ~New Spell

Level 1

4

Max 4

☒ Cordon of Arrows

☒ Darkvision

☒ Ensnaring Strike

☒ Fog Cloud

Level 2

0

Max 2

☐ Locate Object

☐ Pass Without a Trace

Level 3

0

Max 0

Level 4

0

Max 0

Level 5

0

Max 0

Level 6

0

Max 0

Level 7

0

Max 0

Level 8

0

Max 0

Level 9

0

Max 0

Notes

Levels			
Class	Level	HP	Features Gained
Ranger	1	12	Favored Enemy, Natural Explorer
Ranger	2	8	Fighting Style, Spellcasting
Ranger	3	8	Ranger Archetype, Primeval Awareness
Ranger	4	8	Ability Score Improvement
Ranger	5	8	Extra Attack
Ranger	6	8	Favored Enemy and Natural Explorer Improvements

Experience 14000XP	
Event	XP
Link to the past	6500
Fane of the Darw	4800
Shatterhall Island	400
Cave	1400
Mansion	900