

Severija Magna

CHARACTER NAME

Ranger

CLASS & LEVEL

Human (Var)

RACE

Outlander

BACKGROUND

ALIGNMENT

Samanta

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

16

+3

CONSTITUTION

12

+1

INTELLIGENCE

10

0

WISDOM

16

+3

CHARISMA

11

0

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +1 Strength
- ☒ +5 Dexterity
- ☐ +1 Constitution
- ☐ 0 Intelligence
- ☐ +3 Wisdom
- ☐ 0 Charisma

SAVING THROWS

- ☒ +5 Acrobatics (Dex)
- ☒ +5 Animal Handling (Wis)
- ☐ 0 Arcana (Int)
- ☒ +1 Athletics (Str)
- ☐ 0 Deception (Cha)
- ☐ 0 History (Int)
- ☐ +3 Insight (Wis)
- ☐ 0 Intimidation (Cha)
- ☐ 0 Investigation (Int)
- ☐ +3 Medicine (Wis)
- ☒ +2 Nature (Int)
- ☒ +5 Perception (Wis)
- ☐ 0 Performance (Cha)
- ☐ 0 Persuasion (Cha)
- ☐ 0 Religion (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☐ +3 Stealth (Dex)
- ☒ +5 Survival (Wis)

SKILLS

14

ARMOR CLASS

+3

INITIATIVE

30

SPEED

Hit Point Maximum 11

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Languages: Common, Žemaičių.

Armor: Light, Medium, Shields

Weapons: Simple, Martial

Lūpinė armonikėlė

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

Leather armor

2x dagger

Explorer pack

Longbow

Staff, hunting trap,

travelers clothes,

trophy

EQUIPMENT

Sharpshooter (Feat)

Favored Enemy Undead

Natural Explorer: Swamps

FEATURES & TRAITS