

Aust Nailo

CHARACTER NAME

Ranger

CLASS & LEVEL

Half-Elf

RACE

Charlatan

BACKGROUND

Chaotic Good

ALIGNMENT

Matthew

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

+0

10

DEXTERITY

+2

15

CONSTITUTION

+1

13

INTELLIGENCE

-2

7

WISDOM

+2

15

CHARISMA

+3

17

INSPIRATION

PROFICIENCY BONUS

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☐ Charisma

SAVING THROWS

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

SKILLS

ARMOR CLASS

INITIATIVE

30

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

Pockets anything that may be of value  
Flattery is my preferred trick for manipulation

PERSONALITY TRAITS

Charity; distributes the money gained by sleights to those in need

IDEALS

Owes everything to mentor; dad, currently rotting in a dungeon someplace

BONDS

Cannot resist swindling people if the challenge is there

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

False Identity: has a false identity with proper documents and connections that can be used very quickly, also can forge official documents

PASSIVE WISDOM (PERCEPTION)

Languages: Common, Elvish, Dwarvish.  
Darkvision dim 60ft, darkness as dim.  
Adv on saving throws for charmed.  
Magic cannot put you to sleep.  
Tool Prof: disguise kit, forgery kit

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

EQUIPMENT

FEATURES & TRAITS



Aust Nailo

CHARACTER NAME

42

AGE

Teal

EYES

5'9"

HEIGHT

Light-Skinned

SKIN

120lb

WEIGHT

Brown

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

He was brought up in a loving family consisting of a con and an archer; he was their only offspring and so learned both.

Father was caught trying a con too great for his own hide and was caught attempting to steal a great wealth

Mother pleaded Aust to forget everything his father taught him, which only made Aust want to leave, and so he did.


Became a wanderer, practicing his swindles in each new town before escaping to the next.

Hopes one day to best his father and pull off the con he failed to.

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

1

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

PROCESSED

SPELL NAME

2

3

4

5

6

7

8

9