

# DUNGEONS & DRAGONS®

**Aust Nailo**  
CHARACTER NAME

**Ranger**  
CLASS & LEVEL

**Half-Elf**  
RACE

**3**  
BACKGROUND

**Chaotic Good**  
ALIGNMENT

**Matthew**  
PLAYER NAME

**900**  
EXPERIENCE POINTS

**1** **8P** ~~PROFICIENCY BONUS~~

**+2** **PROFICIENCY BONUS**

**STRENGTH**  
**+0**  
**10**

**DEXTERITY**  
**+2**  
**15**

**CONSTITUTION**  
**+1**  
**13**

**INTELLIGENCE**  
**-2**  
**7**

**WISDOM**  
**+2**  
**15**

**CHARISMA**  
**+3**  
**17**

☒ **+2** Strength  
☒ **+2** Dexterity  
☐ **+1** Constitution  
☐ **-2** Intelligence  
☐ **+2** Wisdom  
☐ **+3** Charisma

**SAVING THROWS**

☐ **+2** Acrobatics (Dex)  
☒ **+4** Animal Handling (Wis)  
☐ **-2** Arcana (Int)  
☐ **+0** Athletics (Str)  
☒ **+5** Deception (Cha)  
☐ **-2** History (Int)  
☐ **+2** Insight (Wis)  
☐ **+3** Intimidation (Cha)  
☒ **+0** Investigation (Int)  
☐ **+2** Medicine (Wis)  
☐ **-2** Nature (Int)  
☒ **+4** Perception (Wis)  
☐ **+3** Performance (Cha)  
☒ **+5** Persuasion (Cha)  
☐ **-2** Religion (Int)  
☒ **+4** Sleight of Hand (Dex)  
☒ **+4** Stealth (Dex)  
☐ **+2** Survival (Wis)

**SKILLS**

**13**  
ARMOR CLASS

**INITIATIVE**

**30**  
SPEED

Hit Point Maximum **23**

**23**  
CURRENT HIT POINTS

**0**  
TEMPORARY HIT POINTS

Total **3d10**  
HIT DICE

SUCCESSES ☐ ☐ ☐ ☐ ☐

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
Longbow	+4	1d8 piercing
shortsword	+4	1d6 piercing

**ATTACKS & SPELLCASTING**

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

- Scam of choice: put on identities like clothes
- Favoured enemy = undead
- Favoured terrain = forest

**FEATURES & TRAITS**

**14** **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

*animal awareness*

OTHER PROFICIENCIES & LANGUAGES

**101**

- leather armour
- shortsword x2
- explorers pack
- longbow
- quiver
- arrows x20
- set of fine clothes
- disguise kit
- signet ring of fake duke
- belt pouch containing 15gp

**EQUIPMENT**

*undant 2 bonus to ranged weapons*





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.

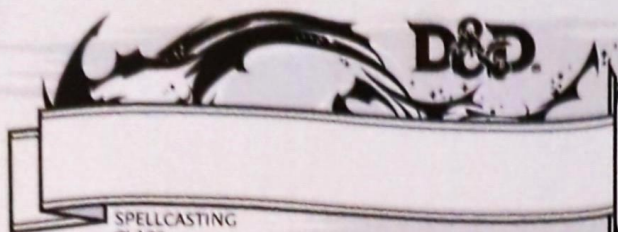
Hopes one day to best his father and pull off the con he failed to.

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE





SPELLCASTING  
CLASS

15+2

SPELLCASTING  
ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK  
BONUS

0 CANTRIPS

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SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1 3

○ SPELL NAME

○ Cure wounds

○ Fog cloud

○ Jump

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