

Sundance

CHARACTER NAME

Ranger (Hunter) 5

CLASS & LEVEL

Tabaxi (f)

RACE

Outlander

BACKGROUND

Neutral good

ALIGNMENT

PLAYER NAME

XP

EXPERIENCE POINTS

STRENGTH

+0

10

DEXTERITY

+3

17

CONSTITUTION

+1

13

INTELLIGENCE

-1

8

WISDOM

+2

14

CHARISMA

+1

13

INSPIRATION

16

+3

30 ft

PROFICIENCY BONUS

AC

INITIATIVE

SPEED

Hit Point Maximum

39

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

5d10

Successes

HIT DICE

Failures

NAME

ATK

DAMAGE/TYPE

Shortsword

+6

1d6+3 piercing

Hand crossbow

+8

1d6+3 piercing

Shortsword. Melee : +6 (1d6+3 piercing ; finesse, light)

Hand crossbow. Ranged : +8 (1d6+3 piercing ; ammunition (range 30/120), light, loading)

SAVING THROWS

☐

+3

Acrobatics (Dex)

☒

+5

Animal Handling (Wis)

☐

-1

Arcana (Int)

☒

+3

Athletics (Str)

☐

+1

Deception (Cha)

☐

-1

History (Int)

☐

+2

Insight (Wis)

☐

+1

Intimidation (Cha)

☐

-1

Investigation (Int)

☐

+2

Medicine (Wis)

☐

-1

Nature (Int)

☒

+5

Perception (Wis)

☐

+1

Performance (Cha)

☐

+1

Persuasion (Cha)

☐

-1

Religion (Int)

☐

+3

Sleight of Hand (Dex)

☒

+6

Stealth (Dex)

☒

+5

Survival (Wis)

SKILLS

PASSIVE WISDOM (PERCEPTION)

15

Weapons

simple weapons, martial weapons

Armors

light armor, medium armor, shields

Tools

flute

Languages

Common, Abyssal, Primordial

CP

0

Shortsword (2), hand crossbow (2), scale mail, thieves' tools, herbalism kit, 20 arrows, backpack, crowbar, hammer, piton (10), torch (10), tinderbox, rations/1 day (10), waterskin, rope/hempen 50 feet, hunting trap, clothes/traveler's, staff, trophy, belt pouch

SP

0

EP

0

Equipment weight 149.5 lb - Cost 278.5 gp

GP

10

Coins weight 0.1 lb

PP

0

EQUIPMENT

FEATURES & TRAITS

15

PASSIVE WISDOM (PERCEPTION)

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EQUIPMENT

FEATURES & TRAITS

PROFICIENCIES & LANGUAGES

Sundance is mostly independent. She likes to do things on her own and she usually decline someone's offer to help her if she knows she can do it on her own. I guess you could say she's also pretty stubborn since she may also turn down the offer for someone's help if if she can't do it on her own. She is also the silent

PERSONALITY TRAITS

People. I'm loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I care. I'm committed to the people I care about, not to ideals. Independence. I am a free

IDEALS

I fight for those who can't fight for themselves. I will prove to my family that I am not the runt they think I am.

BONDS

I remember every insult I've received and nurse a silent resentment toward anyone who's ever wronged me. I speak without really thinking through my words, invariably insulting others. I

FLAWS

Favored Enemy (aberrations)

Natural Explorer (forest)

Fighting Style (Archery)

Hunter's Prey (Colossus Slayer)

Primeval Awareness

Extra Attack (+1 Atk/round)

Crossbow Expert

Darkvision (60 ft.)

Feline Agility

Cat's Claws

Cat's Talent *

Wanderer

Sundance

CHARACTER NAME

She has beige fur with dark brown stripes. Quite soft, don't pet if you want to lose your fingers. Brown cloak, black leather arm and leg gauntlets, black leopard, black leather shoulder pads

APPEARANCE

Outlander (Forester)

From a very young age, Sundance was bullied by her family for being the runt of the litter. Out of the 8 children her parents had, she ended up being the smallest, and youngest. As she got older, the bullying only got worse. They thought she was stupid. This lead her to leave her family and go completely on her own. This would eventually lead her to becoming a ranger.

CHARACTER BACKSTORY

20	5.8 ft (Medium)	150 lb.
AGE	HEIGHT	WEIGHT
Purple		Beige
EYES	SKIN	HAIR

ALLIES & ORGANIZATIONS

worships hades

ADDITIONAL FEATURES

TREASURE

Ranger (Wis)

SPELLCASTING CLASS (SPELLCASTING ABILITY)

DAILY SPELLS TO PREPARE

SPELLS SAVE DC

SPELLS ATTACK BONUS

13

+5

0

CANTRIPS

3

6

[illegible]

SPELL LEVEL	SLOTS	SLOTS EXPENDED
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1

4

[illegible]

2

2

[illegible][illegible]

4

[illegible]

5

[illegible][illegible]

7

[illegible]

8

[illegible]

9

[illegible]