

Aradove

CHARACTER NAME

Ranger 1
CLASS & LEVEL

Half-Elf
RACE

Custom Background
BACKGROUND

Bluejaybird223
PLAYER NAME

0
EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+3

16

CONSTITUTION

+0

10

INTELLIGENCE

+1

12

WISDOM

+2

14

CHARISMA

+3

16

- ☐ +1 Strength
- ☐ +5 Dexterity
- ☐ +0 Constitution
- ☐ +1 Intelligence
- ☐ +2 Wisdom
- ☐ +3 Charisma

Saving Throw Modifiers
Advantage against being charmed,
and magic can't put you to sleep

SAVING THROWS

- ☐ +3 Acrobatics DEX
- ☒ +4 Animal Handling WIS
- ☐ +1 Arcana INT
- ☐ -1 Athletics STR
- ☒ +5 Deception CHA
- ☐ +1 History INT
- ☒ +4 Insight WIS
- ☐ +3 Intimidation CHA
- ☒ +3 Investigation INT
- ☐ +2 Medicine WIS
- ☐ +1 Nature INT
- ☐ +2 Perception WIS
- ☐ +3 Performance CHA
- ☒ +5 Persuasion CHA
- ☐ +1 Religion INT
- ☒ +5 Sleight of Hand DEX
- ☒ +5 Stealth DEX
- ☐ +2 Survival WIS
- ☐ _____
- ☐ _____
- ☐ _____

SKILLS

+3

INITIATIVE

ARMOR

13

CLASS

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

10

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HIT POINTS

Total 1d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===
Light Armor, Medium Armor, Shields

=== WEAPONS ===
Martial Weapons, Simple Weapons

=== LANGUAGES ===
Abyssal, Celestial, Common, Draconic,
Elvish, Gnomish

PROFICIENCIES & LANGUAGES

=== ACTIONS ===
Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge,
Help, Hide, Ready, Search, Use an Object,
Opportunity Attack, Grapple, Shove, Improvise,
Two-Weapon Fighting, Interact with an Object

ACTIONS

12

PASSIVE WISDOM (PERCEPTION)

14

PASSIVE WISDOM (INSIGHT)

13

PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Unarmed Strike

+1

0 Bludgeoning

WEAPON ATTACKS & CANTRIPS



Aradove

CHARACTER NAME

male	22	Medium	5'2"	133
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Good	agnostic	white- pale	red	white
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I misuse long words in an attempt to sound smarter.
I'm confident in my own abilities and do what I can to instill

PERSONALITY TRAITS

Sincerity. There's no good in pretending to be something I'm not. (Neutral)

IDEALS

My tools are symbols of my past life, and I carry them so that I will never forget my roots.

BONDS

I have a weakness for the vices of the city, especially hard drink.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

