

Aradove

CHARACTER NAME

Ranger 2
CLASS & LEVEL

Half-Elf
RACE

Custom Background
BACKGROUND

Bluejaybird223
PLAYER NAME

300
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

14

CLASS

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

16

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HIT POINTS

Total 2d10

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

Dagger

+5

1d4+3 Piercing

Simple, Finesse, Light, Thrown, Range (20/60)

Longbow

+7

1d8+3 Piercing

Martial, Ammunition, Heavy, Range, Two-Handed, Range (150/600)

Sickle

+1

1d4-1 Slashing

Simple, Light

Unarmed Strike

+1

0 Bludgeoning

WEAPON ATTACKS & CANTRIPS

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=== RANGER FEATURES ===

* Hit Points • PHB 90

* Proficiencies • PHB 90

* Favored Enemy • PHB 91

You have advantage on Survival checks to track your favored enemies, as well as on INT checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

| Celestials • PHB

Celestials are creatures native to the Upper Planes. Many of them are the servants of deities, employed as messengers or agents in the mortal realm and throughout the planes.

* Natural Explorer • PHB 91

You have a favored terrain type. Your proficiency bonus is doubled for proficient skills when you make an INT or WIS check related to it. While traveling for an hour or more in your chosen terrain, difficult terrain doesn't slow your group's travel, your group can't become lost except by magical means, you remain alert to danger even when you are engaged in another activity, you can move stealthily at a normal pace (while alone), you find twice as much food while foraging, and while tracking creatures, you learn the exact number, sizes, and how long ago they passed through the area.

| Forest • PHB

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions.

* Fighting Style • PHB 91

You adopt a particular style of fighting as your specialty.

| Archery • PHB

You gain a +2 bonus to attack rolls you make with ranged weapons.

* Spellcasting • PHB 91

You can cast known ranger spells using WIS as your spellcasting modifier (Spell DC 12, Spell Attack +4).

=== HALF-ELF RACIAL TRAITS ===

* Darkvision • BR 39

You can see in darkness (shades of gray) up to 60 ft.

* Fey Ancestry • BR 39

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

* Skill Versatility • BR 39

You gain proficiency in two skills of your choice.

FEATURES & TRAITS

		NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP	0	Leather	1	10 lb.	Rations (1 day)	10	20 lb.
		Leather	1	10 lb.	Rope, Hempen (50 feet)	1	10 lb.
SP	11	Dagger	1	1 lb.	Tinderbox	1	1 lb.
		Dagger	1	1 lb.	Torch	10	10 lb.
EP	0	Sickle	1	2 lb.	Waterskin	1	5 lb.
		Sickle	1	2 lb.	Crowbar	1	5 lb.
GP	37	Longbow	1	2 lb.	Hammer	1	3 lb.
		Longbow	1	2 lb.	Piton	10	2.5 lb.
PP	0	Arrows	15	0.75 lb.	Rations (1 day)	10	20 lb.
		Arrows	20	1 lb.	Rope, Hempen (50 feet)	1	10 lb.
	WEIGHT CARRIED	Backpack	1	5 lb.	Tinderbox	1	1 lb.
	153.75 lb.	Backpack	1	5 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
	ENCUMBERED	Potion of Healing	3	1.5 lb.			
	120 lb.	Bedroll	1	7 lb.			
	PUSH/DRAW/LIFT	Mess Kit	1	1 lb.			
	240 lb.						
EQUIPMENT							

EQUIPMENT

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ADDITIONAL FEATURES & TRAITS

NAME		QTY	WEIGHT	NAME		QTY	WEIGHT
Torch		10	10 lb.				
Waterskin		1	5 lb.				

ADDITIONAL EQUIPMENT



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

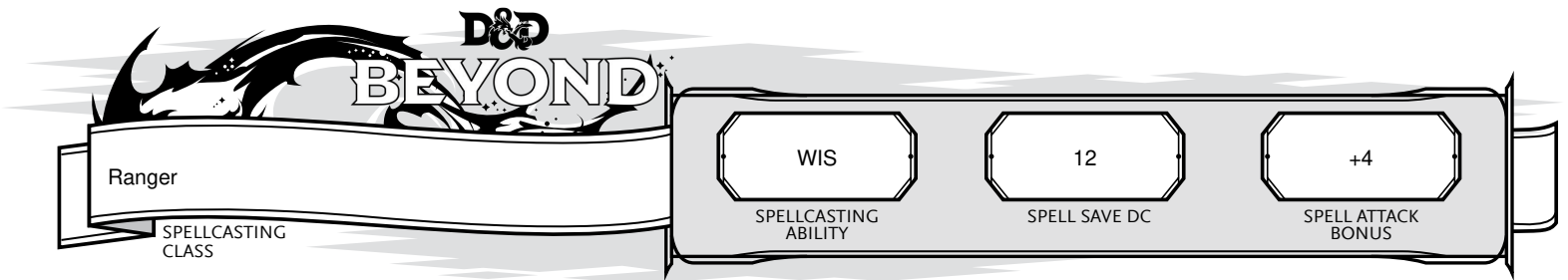
I have a weakness for the vices of the city, especially hard drink.

FLAWS

Father was a hero of their town favored by the gods, but he stopped adventuring when his son was born and they moved to a quiet farm. Aradove grew up with four younger sisters and a mother, and one day his father left for a mission and never came back, leaving the family to fend for themselves. Recently their mother died, and Aradove left the home in order to restore his family name and make it better than before.

CHARACTER BACKSTORY

ADDITIONAL NOTES

[illegible]