

Aradove

CHARACTER NAME

Ranger 7  
CLASS & LEVEL

Half-Elf  
RACE

Custom Background  
BACKGROUND

Bluejaybird223  
PLAYER NAME

23,000  
EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+3

17

CONSTITUTION

+0

10

INTELLIGENCE

+1

12

WISDOM

+2

14

CHARISMA

+3

17

- ☐ +2 Strength
- ☐ +6 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
- ☒ +5 Animal Handling WIS
- ☐ +1 Arcana INT
- ☐ -1 Athletics STR
- ☒ +6 Deception CHA
- ☐ +1 History INT
- ☒ +5 Insight WIS
- ☐ +3 Intimidation CHA
- ☒ +4 Investigation INT
- ☐ +2 Medicine WIS
- ☐ +1 Nature INT
- ☐ +2 Perception WIS
- ☐ +3 Performance CHA
- ☒ +6 Persuasion CHA
- ☐ +1 Religion INT
- ☒ +6 Sleight of Hand DEX
- ☒ +6 Stealth DEX
- ☐ +2 Survival WIS
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_

SKILLS

+3

INITIATIVE

ARMOR

17

CLASS

DEFENSES

INSPIRATION

+3

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

46

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HIT POINTS

Total 7d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

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

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

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

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

=== SPECIAL ===  
Horde Breaker  
Once on each of your turns when you make a  
weapon attack, you can make another attack with the  
same weapon against a different creature that is within  
5 ft. of the original target and within range of your  
weapon.

ACTIONS

12

PASSIVE WISDOM (PERCEPTION)

15

PASSIVE WISDOM (INSIGHT)

14

PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+6	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Longbow, +1	+9	1d8+4 Piercing	Martial, Ammunition, Heavy, Range, Two-Handed, Range (150/600)
Sickle	+2	1d4-1 Slashing	Simple, Light
Unarmed Strike	+2	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS



RACE

## BACKGROUND

## EXPERIENCE POINTS

## WEIGHT



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

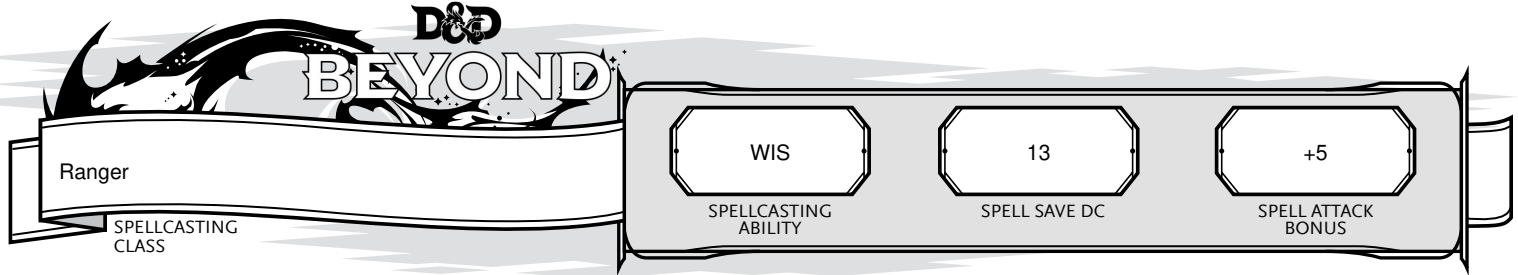
I have a weakness for the vices of the city, especially hard drink.

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



PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== 1st LEVEL ===	4 Slots OOOO							
<input type="radio"/> Hunter's Mark <C>	Ranger	--	1BA	90 ft.	V	Concentration, up to 1 hour	PHB 251	Ext. D: (See Description)*, D: 1h, V
<input type="radio"/> Cure Wounds	Ranger	--	1A	Touch	V,S	Instantaneous	PHB 230	V/S
<input type="radio"/> Detect Magic <C>	Ranger	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S

## SPELLS