



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

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	+5	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							

ACTIONS

Ranger 1 Bluejaybird223
CLASS & LEVEL PLAYER NAME

Half-Elf Custom Background 300

RACE BACKGROUND EXPERIENCE POINTS

=== 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.

=== HALF-ELF RACIAL TRAITS ===

* Darkvision • BR 39

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

* Fey Ancestry • BR 39

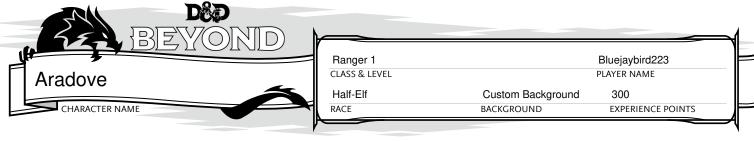
You have advantage on saving throws against being charmed, and magic can't put you to sleep.

* Skill Versatility • BR 39

You gain proficiency in two skills of your choice.

FEATURES & TRAITS

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



ADDITIONAL FEATURES & TRAITS

NAME		QTY	WEIGHT	NAME	QTY	WEIGHT
Torch	10	10 lb.				
Waterskin	1	5 lb.				
\$		ADDITION	IAL EQUIPMEN	NT		

