

Character Sheet: Arryn

1 Basic Information

- Class: Ranger (Human)
- Level: 1
- Race: Human
- Alignment: Neutral Good

2 Ability Scores

- Strength: 14 (+2)
- Dexterity: 16 (+3)
- Constitution: 14 (+2)
- Intelligence: 10 (+0)
- Wisdom: 16 (+3)
- Charisma: 12 (+1)

3 Saving Throws

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

4 Skills

- Perception: +5
- Survival: +5
- Stealth: +5

5 Combat Statistics

- Armor Class: 16 (studded leather armor)
- Initiative: +3
- Speed: 30 feet
- Hit Points: 10

6 Attacks

- Longbow: +5 to hit, range 150/600, 1d8+3 piercing damage
- Dagger: +5 to hit, 5 feet, 1d4+3 piercing damage

7 Equipment

- Studded leather armor
- Longbow and 20 arrows
- Dagger
- Bedroll
- Backpack
- 10 torches
- 10 days of rations
- Waterskin
- 50 feet of hempen rope

8 Feats and Features

- Favored Enemy: Arryn has advantage on Wisdom (Survival) checks to track and on Intelligence checks to recall information about her favored enemies (humanoids, beasts).
- Natural Explorer: Arryn is proficient in the Survival skill and has advantage on initiative rolls while traveling for an hour or more.
- Bonus Feat: Humans get an extra feat at level 1. Arryn has chosen the Archery feat, giving her a +2 bonus to attack rolls with ranged weapons.

9 Personality Traits

- I'm always calm, no matter what the situation.
- I'm always willing to listen to others.

10 Ideals

- Duty: It is my duty to protect the innocent.