

Character Sheet

Player Name

December 22, 2022

1 Basic Information

Name: Arryn
Race: Human
Class: Ranger
Level: 1
Background: Arryn is a ranger from the forests of the kingdom of Arden, where she learned to track and hunt from an early age. She has a strong sense of duty to protect the innocent, and has dedicated her life to defending her homeland and its people from threats both external and internal. Arryn is skilled in stealth and survival, and is equally at home in the forests and the city. She is fiercely independent, but also deeply loyal to her friends and allies.
Alignment: Neutral Good
Experience Points: 0

2 Ability Scores

	STR	DEX	CON	INT	WIS	CHA
Score	14	16	14	10	16	12
Modifier	+2	+3	+2	+0	+3	+1

3 Skills

Proficiency	Bonus
Acrobatics	
Animal Handling	
Arcana	
Athletics	
Deception	
History	
Insight	
Intimidation	
Investigation	
Medicine	
Nature	
Perception	+5
Performance	
Persuasion	
Religion	
Sleight of Hand	
Stealth	+5
Survival	+5

4 Equipment

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

5 Features and Traits

- **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.

6 Spells

Level	Name	School	Casting Time	Range
Duration	Components	Description		

7 Class Features

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8 Hit Points

Total Hit Points	Current Hit Points	Temporary Hit Points
10	10	0

9 Armor Class

Armor Class: 16 (studded leather armor)
Initiative: +3
Speed: 30 feet

10 Attacks and Spellcasting

Name	Attack Bonus	Damage/Type	Properties
Longbow	+5	1d8+3 piercing	range 150/600
Dagger	+5	1d4+3 piercing	5 feet

11 Personality Traits

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

12 Ideals

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

13 Bonds

- I have sworn to protect the people of my homeland.

14 **Flaws**

- I'm easily swayed by a good-looking face.