

Rila Oussneld

NOMBRE DE PERSONAJE

Ranger 1
CLASE Y NIVEL

Drow
RAZA

Acolyte
TRASFONDO
Neutral Good
ALINEAMIENTO

NOMBRE DEL JUGADOR

PE

FUERZA

1

13

DESTREZA

4

18

CONSTITUCIÓN

2

15

INTELIGENCIA

0

11

SABIDURÍA

0

10

CARISMA

3

17

INSPIRACIÓN

2

MODIFICACIÓN POR COMPETENCIA

- 3 Fuerza
- 6 Destreza
- 2 Constitución
- 0 Inteligencia
- 0 Sabiduría
- 3 Carisma

TIRADAS DE SALVACIÓN

- 4 Acrobacias (Des)
- 0 T. con Animales (Sab)
- 0 C. Arcano (Int)
- 1 Atletismo (Fue)
- 3 Engaño (Car)
- 0 Historia (Int)
- 2 Perspicacia (Sab)
- 3 Intimidación (Car)
- 2 Investigación (Int)
- 0 Medicina (Sab)
- 0 Naturaleza (Int)
- 0 Percepción (Sab)
- 3 Interpretación (Car)
- 3 Persuasión (Car)
- 2 Religión (Int)
- 4 Juego de Manos (Des)
- 6 Sigilo (Des)
- 2 Supervivencia (Sab)

HABILIDADES

10

SABIDURÍA PASIVA (PERCEPCIÓN)

IDIOMA: Deep Speech, Dwarvish, Orc

ARMADURA: Light Armor, Medium Armor, Shields

ARMA: Martial weapons, Simple weapons

OTRAS COMPETENCIAS E IDIOMAS

15

ARMOR CLASS

4

INITIATIVE

29

SPEED

Puntos de Golpe Máximos 12

PUNTOS DE GOLPE ACTUALES

PUNTOS DE GOLPE TEMPORALES

Total 1

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NOMBRE

ATQ

DAÑO/TIPO

Shortsword

+6

1d6+4 Piercing

Dagger

+6

1d4+4 Piercing

Longbow

+6

1d8+4 Piercing

ATAQUES Y LANZAMIENTO DE CONJUROS

CP

SP

EP

15

GP

PP

1 Prayer Wheel

1 Holy Symbol

5 Stick of Incense

1 Vestments

1 Belt Pouch

1 Leather Armor

1 Shortsword

EQUIPO

I am tolerant (or intolerant) of other faiths and respect (or condemn) the worship of other gods. I've enjoyed fine food, drink, and high society among my temple's elite. Rough living grates on me.

RASGOS DE PERSONALIDAD

Power. I hope to one day rise to the top of my faith's religious hierarchy. (Lawful)

IDEALES

I will someday get revenge on the corrupt temple hierarchy who branded me a heretic.

VÍNCULOS

I am inflexible in my thinking.

DEFECTOS

Favored Enemy

Natural Explorer

Natural Explorer: Forest


Favored Enemy: dwarf

Shelter of the Faithful

RASGOS Y ATRIBUTOS

[illegible]

Total: _____	Total: _____ 20 ARROWS
Total: _____	Total: _____
Total: _____	Total: _____



SPELLCASTING CLASS

SABIDURÍA

SPELLCASTING ABILITY

10

SPELL SAVE DC

2

SPELL ATTACK BONUS

0

TRUCOS

3

0

6

0

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

0

4

0

7

0

2

0

5

0

8

0

9

0

RASGOS Y ATRIBUTOS

Favored Enemy

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies.

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Natural Explorer

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: Difficult terrain doesn't slow your group's travel. Your group can't become lost except by magical means. Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. If you are traveling alone, you can move stealthily at a normal pace. When you forage, you find twice as much food as you normally would. While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area. You choose additional favored terrain types at 6th and 10th level.

Natural Explorer: Forest

Favored Enemy: dwarf

Shelter of the Faithful

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle. You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

CONJUROS