

Ranger lv 1

Outlander

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Elf

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

8

-1

DEXTERITY

20

+5

CONSTITUTION

14

+2

INTELLIGENCE

10

0

WISDOM

16

+3

CHARISMA

12

+1

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +1 Strength
- ☒ +7 Dexterity
- ☐ +2 Constitution
- ☐ 0 Intelligence
- ☐ +3 Wisdom
- ☐ +1 Charisma

SAVING THROWS

- ☐ +5 Acrobatics (Dex)
- ☐ +3 Animal Handling (Wis)
- ☐ 0 Arcana (Int)
- ☒ +1 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☐ 0 History (Int)
- ☐ +3 Insight (Wis)
- ☐ +1 Intimidation (Cha)
- ☐ 0 Investigation (Int)
- ☐ +3 Medicine (Wis)
- ☒ +2 Nature (Int)
- ☐ +3 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☐ +1 Persuasion (Cha)
- ☐ 0 Religion (Int)
- ☐ +5 Sleight of Hand (Dex)
- ☒ +7 Stealth (Dex)
- ☒ +5 Survival (Wis)

SKILLS

16

ARMOR CLASS

+5

INITIATIVE

30

SPEED

Hit Point Maximum 12

12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

longbow

+7

1d8 pier

shortsword

+7

1d6 pier

2 shortswords
quiver w/ 20 arrows

ATTACKS & SPELLCASTING

dark vision
keen senses
fey ancestry
trance
favored enemy
natural explorer

13

PASSIVE WISDOM (PERCEPTION)

proficient equipment: light armor, med armor, shields, simple weapons, martial weapons
proficient skills: nature, stealth, survival, athletics

languages: common, elvish, dwarvish

OTHER PROFICIENCIES & LANGUAGES

CP 10 gp

SP

EP

GP

PP

Leather armor,
explorer's pack,
traveler clothes,
staff, hunting trap,
animal trophy, belt
pouch, musical
instrument

EQUIPMENT

FEATURES & TRAITS



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN