

Ranger 1

CLASS & LEVEL

icdef

PLAYER NAME

Yuan-Ti

RACE

(Milestone)

BACKGROUND

EXPERIENCE POINTS

Hehsah Soksah

CHARACTER NAME

STRENGTH

+1

12

DEXTERITY

+3

17

CONSTITUTION

+2

14

INTELLIGENCE

+1

12

WISDOM

+2

14

CHARISMA

-1

8

+3 Strength

+5 Dexterity

+2 Constitution

+1 Intelligence

+2 Wisdom

-1 Charisma

Saving Throw Modifiers

SAVING THROWS

+3

INITIATIVE

ARMOR

14

CLASS

Magic Resistance

Poision Resistance

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

12

Wis

ABILITY SAVE DC

9m (Walking)

SPEED

Max HP

Current HP

Temp HP

12

HIT POINTS

Total

1d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===

Light Armor, Medium Armor, Shields

=== WEAPONS ===

Martial Weapons, Simple Weapons

=== LANGUAGES ===

Common, 1 additional one (undead language)

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

ACTIONS

14

PASSIVE WISDOM (PERCEPTION)

12

PASSIVE WISDOM (INSIGHT)

11

PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 18m

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Longbow	+5	1d8+3 Piercing	Martial, Ammunition, Heavy, Range, Two-Handed, Range (150/600)
Unarmed Strike	+3	2 Bludgeoning	
Poison Spray		1d12 Poison	Con saving throw
Animal Friendship			Wis saving throw

WEAPON ATTACKS & CANTRIPS

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icdef's Character

CHARACTER NAME

Ranger 1
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PLAYER NAME

Dragonborn
RACE

BACKGROUND

(Milestone)

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.

| Undead • PHB

Undead are once-living creatures brought to a horrifying state of undeath through the practice of necromantic magic or some unholy curse.

* 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.

| Mountain • PHB

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	0
DP	0

NAME
Longbow
Leather

QTY
1
1

WEIGHT

NAME

QTY

WEIGHT

WEIGHT CARRIED

64 lb.

ENCUMBERED

180 lb.

PUSH/DRAG/LIFT

360 lb.

ATTUNED MAGIC ITEMS

QTY

WEIGHT

EQUIPMENT



icdef's Character

CHARACTER NAME

		Medium		
GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

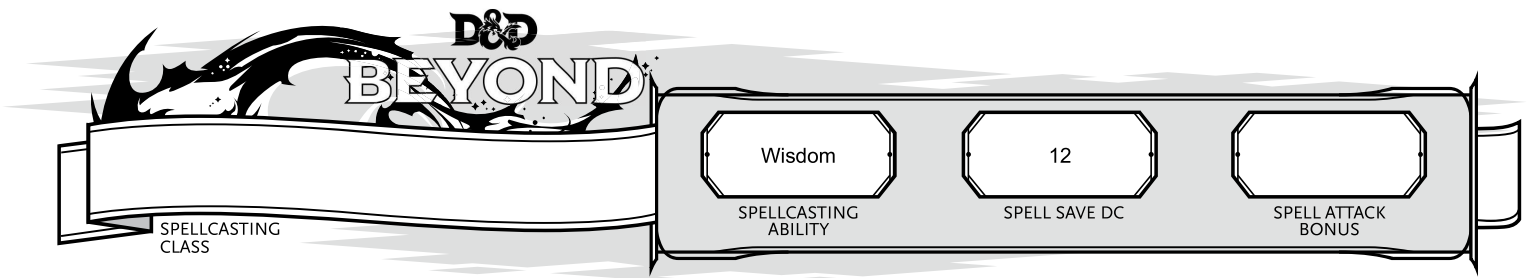
BONDS

FLAWS

CHARACTER BACKSTORY

D&D 5E - Xanathar's Guide to Everything

ADDITIONAL NOTES



Wisdom

12

SPELL ATTACK BONUS

PREP SPELL NAME

SPELLS