

Shooty the Elven Archer

CHARACTER NAME

Ranger, Level 0

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Elf

RACE

ALIGNMENT

EXPERIENCE POINTS

+1

PROFICIENCY BONUS

X

INSPIRATION

10

+0 SAVING THROWS
+0 ATHLETICS

+0

STRENGTH

These are skills

14

+2

DEXTERITY

+2 SAVING THROWS
+3 ACROBATICS
+2 SLEIGHT OF HAND
+3 STEALTH

Proficient, y/n?

10

+0

CONSTITUTION

+0 SAVING THROWS

10

+0

INTELLIGENCE

+0 SAVING THROWS
+0 ARCANA
+0 HISTORY
+0 INVESTIGATION
+0 NATURE
+0 RELIGION

10

+0

WISDOM

+0 SAVING THROWS
+0 ANIMAL HANDLING
+0 INSIGHT
+0 MEDICINE
+0 PERCEPTION
+0 SURVIVAL

10

+0

CHARISMA

+0 SAVING THROWS
+0 DECEPTION
+0 INTIMIDATION
+0 PERFORMANCE
+0 PERSUASION

X

PASSIVE WISDOM (PERCEPTION)

12

ARMOR CLASS

X

INITIATIVE

30ft.

SPEED

HIT POINT MAXIMUM 10

Health

CURRENT HIT POINTS

X

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESS

FAILURES

DEATH SAVES

X

PERSONALITY TRAITS

X

IDEALS

X

BONDS

X

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ShortBow

+3

1d6+2

Attack Bonus (Bonus Chance to hit on attacks):

Bows get your Dexterity modifier (+2)

+ Proficiency Bonus (+1)

= Bonus Chance to Hit (+3)

Attack Damage against enemy hit points:

Weapon attack damage

Roll one 6 sided die (1d6)

+ Dexterity Bonus? (+2)

= Your Attack Damage (1d6 + 2)

ATTACKS & SPELLCASTING

Ranged Weapon:

- You have disadvantage on attacks made against enemies within 5ft. of you.

- You can attack enemies between 5ft. and 80 ft. away from you normally

- You can attack enemies between 80ft. and 320ft. away but with disadvantage

FEATURES & TRAITS

Languages: Common, Elvish

Proficient with equipment: All Bows, Light Armors

Proficient at skills: Stealth, Acrobatics

OTHER PROFICIENCIES & LANGUAGES

Armor: Leather Armor (Armor Class 12)

EQUIPMENT & CHARACTER NOTES