

D&D BEYOND

Canty

CHARACTER NAME

Ranger 5

CLASS & LEVEL

Variant Human

RACE

Outlander

BACKGROUND

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+4

18

CONSTITUTION

+0

10

INTELLIGENCE

+2

14

WISDOM

+3

16

CHARISMA

-1

8

+2 Strength

+7 Dexterity

+0 Constitution

+2 Intelligence

+3 Wisdom

-1 Charisma

Saving Throw Modifiers

SAVING THROWS

+4 Acrobatics DEX

+6 Animal Handling WIS

+2 Arcana INT

+2 Athletics STR

-1 Deception CHA

+2 History INT

+3 Insight WIS

-1 Intimidation CHA

+2 Investigation INT

+3 Medicine WIS

+5 Nature INT

+6 Perception WIS

-1 Performance CHA

-1 Persuasion CHA

+2 Religion INT

+4 Sleight of Hand DEX

+7 Stealth DEX

+6 Survival WIS

SKILLS

+7

INITIATIVE

ARMOR

15

CLASS

DEFENSES

INSPIRATION

+3

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

40 ft. (Walking, first combat round only)

SPEED

Max HP

Current HP

Temp HP

34

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HIT POINTS

Total

5d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===

Light Armor, Medium Armor, Shields

=== WEAPONS ===

Martial Weapons, Simple Weapons

=== TOOLS ===

Flute

=== LANGUAGES ===

Common, Elvish, Halfling, Sylvan

PROFICIENCIES & LANGUAGES

High-level char overview:

Canty, male, is an aged ranger, in his early 60s. He's been patrolling the edges of the Vastwood and other forests since he was a wee bairn. He's known quite well as a very proficient guide and hunter who has a deep respect for the woods. He gets along pleasantly with elves and druids for that reason, but he's not one for socializing generally.

His time in the area has also seen him pick up halfling speak and thus given the task ahead, he was a logical choice for the Hightower crew to hire for the survey.

ACTIONS

16

PASSIVE WISDOM (PERCEPTION)

13

PASSIVE WISDOM (INSIGHT)

12

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+7	1d4+4 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Whip	+7	1d4+4 Slash	Martial, Finesse, Reach
Dart	+9	1d4+4 Piercing	Simple, Finesse, Thrown, Range (20/60)
Longbow	+9	1d8+4 Piercing	Martial, Ammunition, Heavy, Range, Two-Handed, Range (150/600)
Quarterstaff	+2	1d6-1 Bludgeoning	Simple, Versatile
Rapier	+7	1d8+4 Piercing	Martial, Finesse

WEAPON ATTACKS & CANTRIPS

