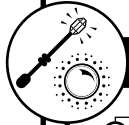




WEAPON ATTACKS

	ATTACK	DAMAGE	TYPE
<input type="radio"/>	2 x short sword	+3	D6 Pier
<input type="radio"/>	Long Bow	+3	D8 Pier
<input type="radio"/>			
<input type="radio"/>			



SPELL ATTACKS

	ATTACK	DAMAGE
<input type="radio"/>		
<input type="radio"/>		
<input type="radio"/>		
<input type="radio"/>		

SPELLCASTING DETAILS

SPELLS PER DAY	SPELLS USED	SAVE DC
1		
2		
3		
4		
5		
6		
7		
8		
9		



HIT POINTS

12	
TOTAL	REMAINING
HIT DICE	
1 D10	
TOTAL	REMAINING



SPELLS

CANTRIPS

- LEVEL 1
- LEVEL 2
- LEVEL 3
- LEVEL 4
- LEVEL 5
- LEVEL 6
- LEVEL 7
- LEVEL 8
- LEVEL 9

PREPARED SPELLS

D&D NEXT



CHARACTER NAME

ALIGNMENT		RACE		CLASS	
True neutral		Wood Elf		Ranger	
GENDER	HAIR	EYES	SIZE	HEIGHT	WEIGHT
M	Black	Black	M	6 f 2	190 lbs
EXPERIENCE		LEVEL		NEXT LEVEL	
		1			
INITIATIVE		SCORE	STR	MODIFIER	LANGUAGES
+2		12		+1	Elfish common
		14	DEX	+2	
		14	CON	+2	
SPEED		10	INT	0	VISION
35		16	WIS	+3	low light
		10	CHA	0	

CLASS FEATURES

Tracking (1 minute to track)
Wanderer (map memory, find food/water for 5)

RACIAL TRAITS

Mask of the Wild (hiding)
Keen senses (adv wis perception)
Fey Ancestry (adv saving charm, magic not sleep)
Trance (4 hours rest)

COINAGE

COPPER	CP
SILVER	8 SP
ELECTRUM	EP
GOLD	73 GP
PLATINUM	PP

ARMOR CLASS

15/17
AC - NO ARMOR
12

PROFICIENCIES

PROFICIENCY BONUS +1

SAVING THROWS

Dex and wisdom

TOOLS

Mounts (land), navigation and climbing tools

WEAPONS

All

ARMORS

Light + Medium, shields

SKILLS

- | | | |
|--|---|---|
| <input type="radio"/> ACROBATICS | <input type="radio"/> INSIGHT | <input type="radio"/> PERSUASION |
| <input checked="" type="radio"/> ANIMAL HANDLING | <input type="radio"/> INTIMIDATION | <input type="radio"/> RELIGION |
| <input type="radio"/> ARCANA | <input type="radio"/> MEDICINE | <input type="radio"/> SEARCH |
| <input type="radio"/> ATHLETICS | <input checked="" type="radio"/> NATURE | <input type="radio"/> SLEIGHT OF HAND |
| <input checked="" type="radio"/> DECEPTION | <input checked="" type="radio"/> PERCEPTION | <input checked="" type="radio"/> STEALTH |
| <input type="radio"/> HISTORY | <input type="radio"/> PERFORMANCE | <input checked="" type="radio"/> SURVIVAL |

EQUIPMENT



TREASURE



Studded leather

AC 13 + Dex



Shield

AC + 2



Horse (speed 60)(add your proficiency bonus to ability checks you make to control a horse under difficult circumstances.)

a backpack

-a healer's kit

-a mess kit

-a tinderbox

-ten days of rations

-a waterskin

-50 feet of hempen rope

a backpack

-a tinderbox

-a waterskin

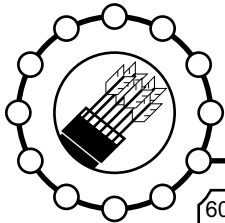
-50 feet of hempen rope

-bedroll and winter blanket

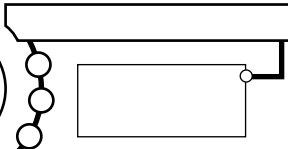
-travellers clothes

tent (for 2)

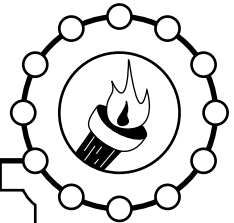
GEMS & ART OBJECTS



60



10



FEATS



NOTES



Spends most of his time outdoors, so is used to do what he wants to do.

In it for the money, does not work for free.

Lack of people skills

BACKGROUND

Born in a low ranking family.

He worships SILVANUS.

Worked as a guide for travelers, explorers and armies, but NEVER hunters.