

CHARACTER NAME

WHAT I LOOK LIKE

**RANGER** 2

MY CLASS LEVEL

**Wood Elf** **Hermit**

RACE AGE BACKGROUND XP

EYES HAIR HEIGHT WEIGHT

**STRENGTH**  
+1 | +3  
BONUS SAVE

**DEXTERITY**  
+3 | +5  
BONUS SAVE

**CONSTITUTION**  
+2 | +2  
BONUS SAVE

**INTELLIGENCE**  
-1 | -1  
BONUS SAVE

**WISDOM**  
+2 | +2  
BONUS SAVE

**CHARISMA**  
+0 | +0  
BONUS SAVE

+2 PROFICIENCY

INSPIRATION

14 PASSIVE PERCEPTION

1d20 **SKILLS**

- +3 ACROBATICS: I'm good at tumbling, flipping, and rolling.
- +4 ANIMAL HANDLING: Animals really like me
- 1 ARCANA: I know about magic, spells, and weird things
- +3 ATHLETICS: I'm good at running, jumping, and climbing
- +0 DECEPTION: I'm good at lying and playing tricks on people
- 1 HISTORY: I know about things that happened a long time ago
- +4 INSIGHT: I know how people feel and can tell when they're lying
- +0 INTIMIDATION: I'm good at scaring people!
- 1 INVESTIGATION: I can find clues and secrets
- +4 MEDICINE: I can help people when they're sick
- +1 NATURE: I know all about plants and animals
- +4 PERCEPTION: I'm good at finding and spotting things
- +0 PERFORMANCE: I'm good at putting on a show!
- +0 PERSUASION: I can get people to do what I want to do
- +1 RELIGION: I know about the gods and prayers
- +3 SLEIGHT OF HAND: I'm good at hiding things and taking things
- +7 STEALTH: I'm good at hiding and staying quiet
- +4 SURVIVAL: I can follow footprints and track animals

**ARMOUR** 14

**INITIATIVE** +3

**SPEED** 35 ft

**Hit Point Maximum** 20

**Temporary Hit Points**

**HIT DICE** Used Total

2d10

**DEATH SAVES**

SUCCESSES

FAILURES

**NAME** **ATK BONUS** **DAMAGE**

**Longbow** 1d20 + 7 1d8+3 piercing

**Scimitar** 1d20 + 5 1d6+3 slashing

1d20 +

**20 Arrows** ○

AMMUNITION

**OTHER COMBAT STUFF**

Inventory: Bedroll, book, herbalism kit, lamp, longbow, oil, scimitar, studded leather armour, traveller's clothes

Languages: Common, Dwarvish, Elvish, Orc, Sylvan

GP: SP: CP:

**STUFF I CAN DO**

**FAVOURED ENEMY** | Twice per Long Rest  
You always have the Hunter's Mark spell prepared. You can cast it twice without expending a spell slot, and you regain all expended uses of this ability when you finish a Long Rest.

**HEALER** |  
Whenever you roll a die to determine the number of Hit Points you restore with a spell, you can reroll the die if it rolls a 1, and you must use the new roll.

**DARKVISION** |  
You have Darkvision with a range of 60 feet.

**FEY ANCESTRY** |  
You have Advantage on saving throws you make to avoid or end the Charmed condition.

**TRANCE** |  
You don't need to sleep, and magic can't put you to sleep. You can finish a Long Rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness.

