



SKYLOR RACO

Ranger 2	318	PLAYER NAME
CLASS & LEVEL	EXPERIENCE POINTS	
Human	Outlander	CAMPAIGN or PLAYER ID
RACE	BACKGROUND	

STR
+1
13

+2 PROFICIENCY BONUS

ARMOR CLASS (AC) INITIATIVE SPEED
15 +3 30 ft.

FEATURES, TRAITS & MORE

Alignment: Neutral. I will help others, but avoid serious personal risks or loyalties that don't benefit me.

Human Traits [PHB p. 29]

- Age: 19-years-old
- Medium Size (5' 8", 194 lbs.)

Class Features [PHB p. 90]

- Favored Enemy: Undead (adv. on Survival checks to track, Intelligence to recall lore)
- Natural Explorer: Deserts (double proficiency bonus on Wisdom and Intelligence on favored terrain)

Spellcasting [PHB p. 201]

Spell Attack Modifier +4 Spell Save DC 12
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Cantrips Known:

Prepared Spells

1st Level (2 slots): *Animal Friendship*, *Ensnaring Strike*

Background Features [PHB p. 136]

- Wanderer

DEX
+3
16

SAVING THROWS

- +3 Strength Saves *
- +5 Dexterity Saves *
- +2 Constitution Saves
- +0 Intelligence Saves
- +2 Wisdom Saves
- 1 Charisma Saves
- * *Prof. bonus added*

Armor Worn: Leather armor

HIT POINTS	HIT DICE
20	2d10

DEATH SAVES: Success O O O Fail O O O

CON
+2
14

SKILLS

- +3 Acrobatics (*Dex*)
- +4 Animal Handling (*Wis*) *
- +0 Arcana (*Int*)
- +3 Athletics (*Str*) *
- 1 Deception (*Cha*)
- +0 History (*Int*)
- +4 Insight (*Wis*) *
- 1 Intimidation (*Cha*)
- +2 Investigation (*Int*)
- +2 Medicine (*Wis*)
- +0 Nature (*Int*)
- +2 Perception (*Wis*)
- 1 Performance (*Cha*)
- 1 Persuasion (*Cha*)
- +0 Religion (*Int*)
- +3 Sleight of Hand (*Dex*)
- +3 Stealth (*Dex*)
- +4 Survival (*Wis*) *

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft. <i>Hit:</i> 1d6+3 piercing damage.

Longbow. Ranged Weapon Attack: +5 to hit. *Hit:* 1d8+3 piercing damage. (Normal range to 150 ft.; disadvantage long range 151 to 600 ft. Must be used two-handed.)

MAGIC & SPECIAL ATTACKS

Fighting Style: Defense. In armor, gain +1 to AC.

INT
+0
11

WIS
+2
15

CHA
-1
9

12 PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: light armor, medium armor, shields

Weapons: simple weapons, martial weapons

Tools: one type of musical instrument

Saving Throws: Strength, Dexterity

Skills: Animal Handling, Athletics, Insight, Investigation, Survival

Languages: Common, Goblin, Draconic, Infernal

EQUIPMENT & TREASURE

Carried Gear: leather armor (AC 11), two (2) shortswords, longbow and 20 arrows, belt pouch, set of traveler's clothes, hunting trap, a staff, a trophy from an animal you killed

Lifting and Carrying: 195 lbs. max. carrying capacity; 390 lbs. pushing or dragging (speed -5 ft.); 390 lbs. max. lift.

Coins & Gems: 12 gold pieces (gp); 5 silver pieces (sp); 2 copper pieces (cp); 3 gems (worth 10 gp each)

◀ BACK TO GENERATE ANOTHER CHARACTER

[PHB] = page number reference to the *Dungeons & Dragons Player's Handbook* (5th edition) by Mike Mearls and Jeremy Crawford, published August 19, 2014, by Wizards of the Coast (ISBN-10: 0786965606; ISBN-13: 978-0786965601). **[VGtM]** = *Volo's Guide To Monsters* (ISBN 9780786966073), [available from a gaming store near you](#).

[EEPG] = Elemental Evil Player's Companion, available for download from <https://dnd.wizards.com/products/tabletop-games/rpg-products/player-s-companion>

CONTACT (especially about typos, glitches and othre errors)

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