



TAMETHY HULOY

Ranger 2	327	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
14 +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: 33-years-old
- Medium Size (5' 8", 170 lbs.)

Class Features [PHB p. 90]

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

Spellcasting [PHB p. 201]

Spell Attack Modifier +4
Spell Save DC 12

Cantrips Known:

Prepared Spells

1st Level (2 slots): *Cure Wounds*, *Hunter's Mark*

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*

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*)
- +2 Insight (*Wis*)
- 1 Intimidation (*Cha*)
- +0 Investigation (*Int*)
- +2 Medicine (*Wis*)
- +2 Nature (*Int*) *
- +4 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.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 1d8+3 piercing damage.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 1d6+3 slashing damage.

Hand Crossbow Ranged Weapon Attack: +5 to hit. *Hit:* 1d6+3 piercing damage. (Normal range to 30 ft.; disadvantage long range 31 to 120 ft. Reloading limits to only one attack per round regardless of extra attacks.)

MAGIC & SPECIAL ATTACKS

Fighting Style: Two-Weapon Fighting. Add ability modifier to damage of second weapon's hits.

INT
+0
11

WIS
+2
15

CHA
-1
9

14 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, Nature, Perception, Survival

Languages: Common, Dwarvish, Orc, Sylvan

EQUIPMENT & TREASURE

Carried Gear: leather armor (AC 11), rapier, scimitar, two (2) shortswords, hand crossbow and 20 bolts, 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: 14 gold pieces (gp); 42 silver pieces (sp); 37 copper pieces (cp); 4 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)

Wizards of the Coast, Magic: The Gathering, and their logos are trademarks of Wizards of the Coast LLC in the United States and other countries. © 2009 Wizards. All Rights Reserved.

This Web site is not affiliated with, endorsed, sponsored, or specifically approved by Wizards of the Coast LLC. This Web site may use the trademarks and other intellectual property of Wizards of the Coast LLC, which is permitted under Wizards' Fan Site Policy. For example, DUNGEONS & DRAGONS®, D&D®, PLAYER'S HANDBOOK 2®, and DUNGEON MASTER'S GUIDE® are trademark[s] of Wizards of the Coast and D&D® core rules, game mechanics, characters and their distinctive likenesses are the property of the Wizards of the Coast. For more information about Wizards of the Coast or any of Wizards' trademarks or other intellectual property, please visit their website at www.wizards.com.