

Himo of Astera

CHARACTER NAME

Ranger 1  
CLASS & LEVEL

Urchin  
BACKGROUND

PLAYER NAME

Wood Elf  
RACE

Chaotic Good  
ALIGNMENT

EXPERIENCE POINTS

STRENGTH

0

10

DEXTERITY

3

17

CONSTITUTION

1

12

INTELLIGENCE

2

14

WISDOM

2

14

CHARISMA

-1

8

INSPIRATION

2

PROFICIENCY BONUS

- 2 Strength
- 5 Dexterity
- 1 Constitution
- 2 Intelligence
- 2 Wisdom
- -1 Charisma

SAVING THROWS

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

SKILLS

14

ARMOR  
CLASS

3.17

INITIATIVE

35

SPEED

Hit Point Maximum 11

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME

ATK

DAMAGE/TYPE

Longbow

+5

1d8 Piercing

Quarterstaff

+2

1d6 Bludgeo...

Quarterstaff (...)

+2

1d8 Bludgeo...

Handaxe

+2

1d6 Slashing

Handaxe (Thr...

+5

1d6 Slashing

ATTACKS & SPELLCASTING

20

CP

18

SP

7

EP

GP

PP

1 Leather Armour

1 Longbow

20 Arrows (20)

20 Arrows (20)

1 Quarterstaff

1 Handaxe

1 Backpack

EQUIPMENT

I bluntly say what other people are hinting at or hiding.

PERSONALITY TRAITS

Change. The low are lifted up, and the high and mighty are brought down. Change is the nature of things. (Chaotic)

IDEALS

I sponsor an orphanage to keep others from enduring what I was forced to endure.

BONDS

It's not stealing if I need it more than someone else.

FLAWS

Darkvision

Fey Ancestry

Trance

Fleet of Foot

Mask of Wild

Favored Enemy

City Secrets

FEATURES & TRAITS


TOOL: Disguise Kit, Thieve's Tools

LANGUAGE: Common, Elvish, Goblinoid

OTHER PROFICIENCIES & LANGUAGES

[illegible]

Total: _____	Total: _____ 20 ARROWS (20)
Total: _____	Total: _____
Total: _____	Total: _____



SPELLCASTING CLASS

NONE

SPELLCASTING ABILITY

0

SPELL SAVE DC

0

SPELL ATTACK BONUS

0

CANTRIPS

3

0

6

0

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

0

4

0

7

0

2

0

5

0

8

0

9

0

# FEATURES & TRAITS

## **Darkvision**

60' Darkvision

## **Fey Ancestry**

Advantage against Charm and immune to Magical Sleep

## **Trance**

only require 4 hours of meditation a night

## **Fleet of Foot**

base speed 35'

## **Mask of Wild**

Can attempt to hide when lightly obscured by foliage, heavy rain, falling snow, mist and other natural phenomena

## **Favored Enemy**

You have advantage on Wisdom (Survival) checks to track your favored enemies (Human and Goblinoids), as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

## **City Secrets**

You know the secret patterns and flow to cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in the city twice as fast as your speed would normally allow.

# SPELLS