

Ranger 1	Urchin	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Wood Elf	Chaotic Good	
RACE	ALIGNMENT	EXPERIENCE POINTS



DEXTERITY



2 PROFICIENCY BONUS

- 2 Strength5 Dexterity
  - O 1 Constitution
  - O 2 Intelligence
    O 2 Wisdom
  - O -1 Charisma

SAVING THROWS

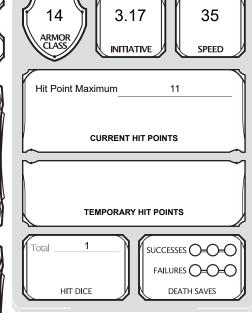
20NSTITUTION 1

NTELLIGENCE

WISDOM

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

SKILLS





	EQUIPMENT							
	1 Backpack							
	1 Handaxe							
	1 Quarterstaff							
20 Arrows (20)								
	20 Arrows (20)							
	1 Longbow							
	1 Leather Armour							
Ī								
	CP	SP	EP	GP	PP			
1	20	18		7				

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.

Darkvision

FLAWS

Fey Ancestry				
Trance				
Fleet of Foot				
Mask of Wild				
Favored Enemy				
City Secrets				
FEATURES & TRAITS				

(8)

CHARISMA

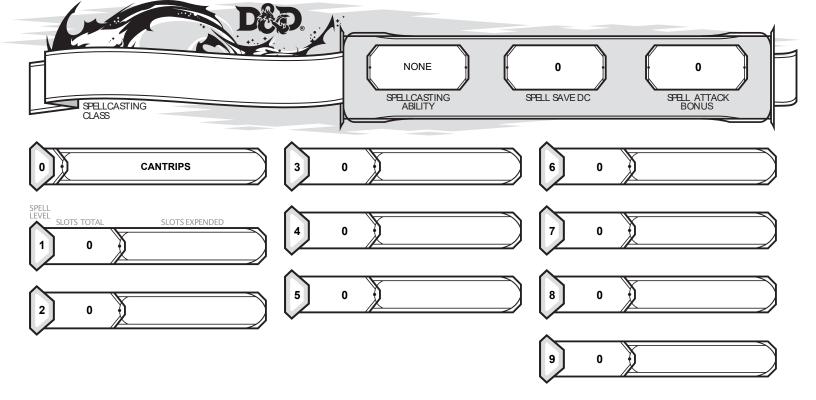
4 PASSIVE WISDOM (PERCEPTION)

TOOL: Disguise Kit, Thieve's Tools

LANGUAGE: Common, Elvish, Goblinoid

OTHER PROFICIENCIES & LANGUAGES

NAME ATK DAMAGE/TYPE	CP         SP         EP         GP         PP           1 Crowbar (BP)	Total:
ATTACKS & SPELLCASTING	1 Hammer (BP) 10 Piton (BP) 10 Torch (BP) 1 Tinderbox (BP) 10 Rations (BP) 1 Waterskin (BP) 1 50' Hemp Rope (BP) 1 Thieves' Tools (BP) 1 Pouch 1 Small Knife (Pouch) 1 Map of Astera (Pouch) 1 An old key - to Parent's home 1 Clothes Common	Total:  Total:  Total:
	EQUIPMENT	



# **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**