

Hima of Astera

CHARACTER NAME

Archery Ranger 3
CLASS & LEVEL

Urchin
BACKGROUND

PLAYER NAME

Wood Elf
RACE

Chaotic Good
ALIGNMENT

EXPERIENCE POINTS

STRENGTH
0
10

DEXTERY
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 (D...)
- 5 Stealth (Dex)
- 4 Survival (Wis)

SKILLS

13
ARMOR CLASS

3.17
INITIATIVE

35
SPEED

Hit Point Maximum 27
CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3
HIT DICE

SUCCESSES ○○○○
FAILURES ○○○○
DEATH SAVES

NAME	ATK	DAMAGE/TYPE
Longbow	+7	1d8+3 Piercing
Quarterstaff	+2	1d6 Bludgeon...
Quarterstaff (...)	+2	1d8 Bludgeon...
Handaxe	+2	1d6 Slashing
Handaxe (Thr...)	+7	1d6+3 Slashing
Longbow (Ma...)	+8	1d8+3 Piercing

ATTACKS & SPELLCASTING

20	18		47	
CP	SP	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
- Fighting Style
- Hunter - Colossus Slayer

FEATURES & TRAITS

TOOL: Disguise Kit, Thieve's Tools

LANGUAGE: Common, Elvish, Goblinoid

OTHER PROFICIENCIES & LANGUAGES

14

PASSIVE WISDOM (PERCEPTION)

NAME ATK DAMAGE/TYPE

CP SP EP GP PP

ATTACKS & SPELLCASTING

- 1 Crowbar (BP) _____
- 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 _____
- 1 Longbow (Master Crafted) _____

EQUIPMENT

Total: _____

Total: _____

40

ARROWS (40)

Total: _____

Total: _____

Total: _____

Total: _____



SPELLCASTING CLASS

WISDOM
SPELLCASTING ABILITY

12
SPELL SAVE DC

4
SPELL ATTACK BONUS

0 **CANTRIPS**

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1 3

- Hunter's Mark
- Hall of thorns
- Cure Wounds

2 0

3 0

4 0

5 0

6 0

7 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.

Fighting Style

Archery. You gain a +2 bonus to attack rolls you make with ranged weapons.

Hunter - Colossus Slayer

Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

SPELLS

Hunter's Mark

Divination 1

Casting Time: Bonus Action

Range: 90'

Target: One

Components: V

Duration: Concentration 60 minutes

Description:

1st-level divination Casting Time: 1 bonus action Range: 90 feet Components: V Duration: Concentration, up to 1 hour You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

At Higher Levels: When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

Hail of thorns

Conjuration 1

Casting Time: Bonus action

Range: N/A

Target: one

Components: V

Duration: Concentration One Minute

Description:

The next time you hit a creature with a ranged weapon attack before the spell ends, this spell creates a rain of thorns that sprouts from your ranged weapon or ammunition. In addition to the normal effect of the attack, the target of the attack and each creature within 5 feet of it must make a Dexterity saving throw. A creature takes 1d10 piercing damage on a failed save, or half as much damage on a successful one.

At Higher Levels: If you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st (to a maximum of 6d10).

Cure Wounds

Abjuration 1

Casting Time: Action

Range: Touch

Target: Target Touched

Components: V S

Duration: Instantaneous

Description:

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the Healing increases by 1d8 for each slot level above 1st.