

Argo

CHARACTER NAME

Ranger 1
CLASS & LEVEL

xo_violettv
PLAYER NAME

Human
SPECIES

Criminal
BACKGROUND

(Milestone)
EXPERIENCE POINTS

STRENGTH

12

+1

DEXTERITY

16

+3

CONSTITUTION

13

+1

INTELLIGENCE

10

+0

WISDOM

14

+2

CHARISMA

10

+0

- +3 Strength
- +5 Dexterity
- +1 Constitution
- +0 Intelligence
- +2 Wisdom
- +0 Charisma

Saving Throw Modifiers

SAVING THROWS

- +3 Acrobatics DEX
- +4 Animal Handling WIS
- +0 Arcana INT
- +1 Athletics STR
- +0 Deception CHA
- +0 History INT
- +4 Insight WIS
- +0 Intimidation CHA
- +2 Investigation INT
- +2 Medicine WIS
- +0 Nature INT
- +2 Perception WIS
- +0 Performance CHA
- +0 Persuasion CHA
- +0 Religion INT
- +5 Sleight of Hand DEX
- +5 Stealth DEX
- +4 Survival WIS
- _____
- _____
- _____

SKILLS

+5
INITIATIVE

ARMOR
13
CLASS

DEFENSES

HEROIC INSPIRATION

+2
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)
SPEED

Max HP Current HP Temp HP
11 --
HIT POINTS

Total 1d10
HIT DICE

SUCCESSES FAILURES DEATH SAVES

=== ARMOR ===
Light Armor, Medium Armor, Shields

=== WEAPONS ===
Martial Weapons, Simple Weapons

=== TOOLS ===
Thieves' Tools

=== LANGUAGES ===
Common, Elvish, Orc

PROFICIENCIES & TRAINING

=== ACTIONS ===
Standard Actions
Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

=== BONUS ACTIONS ===
Hunter's Mark • 2 / Long Rest
You always have Hunter's Mark prepared and can cast it without expending a spell slot 2 times per Long Rest.

ACTIONS

12 PASSIVE PERCEPTION

14 PASSIVE INSIGHT

12 PASSIVE INVESTIGATION

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Unarmed Strike	+3	2 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

Argo

CHARACTER NAME

Ranger 1
CLASS & LEVEL

xo_violettv
PLAYER NAME

Human
SPECIES

Criminal
BACKGROUND

(Milestone)
EXPERIENCE POINTS

=== RANGER FEATURES ===

* Core Ranger Traits • free-rules 119

* Spellcasting • free-rules 119

* Favored Enemy • free-rules 119
You always have Hunter's Mark prepared and can cast it without expending a spell slot 2 times per Long Rest.

| Hunter's Mark: 2 / Long Rest • 1 Bonus Action

* Weapon Mastery • free-rules 120

=== HUMAN SPECIES TRAITS ===

* Size • free-rules 194
Your Size is Medium or Small, chosen when you select this species.

* Speed • free-rules 194
Your Speed is 30 ft.

* Resourceful • free-rules 194
You gain Heroic Inspiration whenever you finish a Long Rest.

* Skillful • free-rules 193
You gain proficiency in one skill of your choice.

* Versatile • free-rules 194
You gain an Origin feat of your choice.

* Languages • free-rules 37
Your character knows at least three languages: Common plus two languages you roll or choose from the Standard Languages table. Knowledge of a language means your character can communicate in it, read it, and write it.

=== FEATS ===

* Boon of Dimensional Travel • free-rules 210
Ability Score Increase. One ability score of your choice increased by 1.

Blink Steps. Immediately after you take the Attack action or the Magic action, you can teleport up to 30 ft. to an unoccupied space you can see.

| Blink Steps: No Action

* Alert • free-rules 200
Initiative Proficiency. When you roll Initiative, add +2 to the roll.

Initiative Swap. Immediately after you roll Initiative, you can swap your Initiative with the Initiative of one willing ally in the same combat. You can't make this swap if you or the ally has the Incapacitated condition.

* Criminal Ability Score Improvements • PHB-2024 179

| Increase two scores (+2 / +1) •

* Weapon Mastery • PHB-2024 120

FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP	0	1	13 lb.	Studded Leather		
SP	0	1	3 lb.	Scimitar		
EP	0	1	2 lb.	Shortsword		
GP	0	1	2 lb.	Longbow		
BP	0	1	5 lb.	Backpack		
		1	1 lb.	Quiver		
		200	10 lb.	Arrows		
		1	--	Sprig of Mistletoe		
		2	2 lb.	Oil		
		10	20 lb.	Rations		
		1	5 lb.	Rope		
		1	7 lb.	Bedroll		
		1	1 lb.	Tinderbox		
		10	10 lb.	Torch		
		1	5 lb.	Waterskin		
				ATTUNED MAGIC ITEMS		
					QTY	WEIGHT

EQUIPMENT

WEIGHT CARRIED

86 lb.

ENCUMBERED

0 lb.

PUSH/DRAG/LIFT

0 lb.

Argo

CHARACTER NAME

		Small		
GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

Ranger

SPELLCASTING
CLASS

WIS

SPELLCASTING
ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK
BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== 1st LEVEL ===									
		2 Slots OO							
O	Cure Wounds	Ranger	--	1A	Touch	V,S	Instantaneous	free-rules 259	V/S
O	Ensnaring Strike	Ranger	STR 12	1BA	Self	V	Concentration, up to 1 minute	free-rules 268	D: 1m, V
P	Hunter's Mark	Favored Enemy (Always Prepared)	--	1BA	90 ft.	V	Concentration, up to 1 hour	free-rules 287	Ext. D: (See Description)*, D: 1h, V

SPELLS