

Lia Amastacia

CHARACTER NAME

Ranger/Hunter 1

CLASS & LEVEL

Elf/Wood Elf

RACE

Soldier

BACKGROUND

Lawful Neutral

ALIGNMENT

Amber

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH
11
0

DEXTERITY
17
+3

CONSTITUTION
14
+2

INTELLIGENCE
16
+3

WISDOM
11
0

CHARISMA
10
0

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

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

SKILLS

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

13 ARMOR CLASS

+3 INITIATIVE

35 SPEED

Hit Point Maximum 12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total HIT DICE

SUCCESSSES DEATH SAVES

FAILURES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME ATK BONUS DAMAGE/TYPE

ATTACKS & SPELLCASTING

12 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

Languages: Elvish, Common

Weapon: Simple, Martial, Longsword, Shortsword, Shortbow, Longbow

Armor: Light, Medium

Tools: Dice set, Disguise kit, Land, Woodcarver's tools

EQUIPMENT

CP

SP

EP

GP

PP

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

Fey Ancestry. You have advantage on saving throws against being charmed and magic can't put you to sleep.

Trance. Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is 'trance.') While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become re-exive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Darkvision. Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Mask of the Wild. See the Players Handbook for details.

Natural Explorer. You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, or swamp. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits:
 * Difficult terrain doesn't slow your group's travel. * Your group can't become lost except by magical means. * Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. * If you are traveling alone, you can move stealthily at a normal pace. * When you forage, you find twice as much food as you normally would. * While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area. You choose additional favored terrain types at 6th and 10th level.

FEATURES & TRAITS



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CHARACTER NAME

121 years

AGE

5'2"

HEIGHT

100 lbs.

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

