

Marina Gale II

CHARACTER NAME

L5 Ranger

CLASS & LEVEL

Outlander

BACKGROUND

Tracy

PLAYER NAME

Human

RACE

Neutral Good

ALIGNMENT

6500

EXPERIENCE POINTS

STRENGTH
13+1 Human
14
+2

DEXTERITY
18
15+2+1 Human
+4
(13+2@24)

CONSTITUTION
12+1 Human
13
+1

INTELLIGENCE
10+1 Human
11
+0

WISDOM
14+1 Human
15
+2

CHARISMA
10+1 Human
11
+0

0 INSPIRATION

+3 PROFICIENCY BONUS

- SAVING THROWS
- +4 Strength
 - +6 Dexterity
 - +1 Constitution
 - 0 Intelligence
 - +2 Wisdom
 - +1 Charisma

- SKILLS
- +3 Acrobatics (Dex)
 - +6 Animal Handling (Wis)
 - 0 Arcana (Int)
 - 15 Athletics (Str)
 - +1 Deception (Cha)
 - 0 History (Int)
 - +2 Insight (Wis)
 - +1 Intimidation (Cha)
 - 0 Investigation (Int)
 - +2 Medicine (Wis)
 - +4 Nature (Int)
 - +2 Perception (Wis)
 - +1 Performance (Cha)
 - +1 Persuasion (Cha)
 - 0 Religion (Int)
 - +3 Sleight of Hand (Dex)
 - +7 Stealth (Dex)
 - +6 Survival (Wis)
- X-Class SKILLS Background

17+3
14
ARMOR CLASS

+3
(Dex)
INITIATIVE

30 ft
SPEED

Hit Point Maximum 35 (10+1+(4x6))

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5 D10
1 D10/Level
HIT DICE

SUCCESSES
FAILURES
DEATH SAVES

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE	ADP
Short Sword	+7 Dex Prof	1 D6/10 Duel	+4 Dex
2nd Short Sword	+7 Dex Prof	1 D6/10 Duel	+4 Dex
Long Bow w/po	+7 Dex Prof	1 D8/10	+4 Dex
Ranger Spell			

Practical + Light hearted
I guard my pack of friends
Animals I get, humans are
a constant curiosity
A persons money/rank are of no
consequence.

PERSONALITY TRAITS

Protector of weak, small + "pack"
People should be free to enjoy
life as long as they don't hurt
others.

IDEALS

Boon + friends, parents,
"druidic coastal circle"

BONDS

Slow to trust but ridiculously
Loyal.

FLAWS

Dueling - +2 w/one weapon
Part-time sailor/navigator

FEATURES & TRAITS

12 PASSIVE WISDOM (PERCEPTION)

Common
Favored Enemy - Humans, Orcs, Adv Int
Natural Explorer
Dueling - +2 single weapon
Primal Awareness - Sense aberrations
celestial, dragons, elementals, Fey,
fiends + undead within 1 miles
Uses 1 slot

OTHER PROFICIENCIES & LANGUAGES

Leather Armor

EQUIPMENT



Marina Gale II

SPELLCASTING CLASS

14 Wisdom (+2)
SPELLCASTING ABILITY

8+3 (Prof) + 2 (Wis)
13
SPELL SAVE DC

+3 (Prof) + 2 (Wis) = 5
SPELL ATTACK BONUS

0 CANTRIPS

Light via Charisma
+1 level Adamant
#3 Primal Awareness

3 0

6

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED
1 4

A ● Cure Wounds - SL D8 + 2

B ● Hunters Mark +1 d6 damage
1 hr. Adv Perception/Survival DC +1

4

7

SPELLS KNOWN

2 2

A ● Pass without Trace ^{mistletoe} +10 stealth check

A ● Locate Object

5

8

9