



BURTHETYL

Ranger 1
CLASS & LEVEL
Dragonborn (Gold Dragon Ancestry)
RACE/ANCESTRY/HERITAGE

0
EXPERIENCE POINTS
Outlander
BACKGROUND

PLAYER NAME
CAMPAIGN or PLAYER ID

STR
+2
14

+2 PROFICIENCY BONUS

ARMOR CLASS (AC) INITIATIVE SPEED
13 **+2** **30 ft.**

Armor Worn: leather armor

DEX
+2
15

SAVING THROWS

- +4 Strength Saves *
- +4 Dexterity Saves *
- +1 Constitution Saves
- 1 Intelligence Saves
- +2 Wisdom Saves
- +0 Charisma Saves
- * Prof. bonus added

HIT POINTS HIT DICE
11 **1d10**

DEATH SAVES: Success O O O Fail O O O

CON
+1
13

SKILLS

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

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft. Hit: 1d6+2 piercing damage.

INT
-1
8

Longbow. Ranged Weapon Attack: +4 to hit. Hit: 1d8+2 piercing damage. (Normal range to 150 ft.; disadvantage long range 151 to 600 ft. Must be used two-handed.)

MAGIC, FEATS & SPECIAL ATTACKS

Draconic Breath Weapon: Once between short or long rests, breathe out 15 ft. cone of fire causing 2d6 fire damage (DC 11 Dex save for half damage) to all caught in area.

WIS
+2
14

* Prof. bonus added

12 PASSIVE WISDOM (PERCEPTION)

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: leather armor (AC 11), two (2) shortswords, longbow and 20 arrows, belt pouch, set of traveler's clothes, hunting trap, a staff, trophy from a slain animal. (This load is about 55 lbs.; add 1 lb. per 50 coins carried.)

Magic Items [DMG p. 135]
• *potion of healing* (2d4+2 hp)

(a) *Item attuned to character.*

Coins & Gems: 10 gold pieces (gp); 69 silver pieces (sp); 40 copper pieces (cp); 4 gems (worth 10 gp each)

PROFICIENCIES & LANGUAGES

Armor: light armor, medium armor, shields
Weapons: simple weapons, martial weapons
Tools: musical instrument (flute)
Saving Throws: Strength, Dexterity
Skills: Athletics, Investigation, Nature, Stealth, Survival
Languages: Common, Gnomish, Draconic, Primordial

ENCUMBRANCE

Lifting & Carrying: 210 lbs. max. carrying capacity; 420 lbs. pushing or dragging (speed -5 ft.); 420 lbs. max. lift.

FEATURES, TRAITS & MORE

Alignment: Chaotic Good. I follow my conscience regardless of others' expectations. Freedom and compassion matter more than rules.

Outlander Background [PHB p. 136]

- **Feature:** Wanderer.
- **Traits:** Formerly a trapper. Unfazed mind.
- **Ideal:** Civilization is a disease.
- **Bond:** Detests hunting just for sport.
- **Flaw:** Lover drown in flood.

Dragonborn Traits

(Gold Dragon Ancestry) [PHB p. 32]

- **Creature Type:**
- **Age:** 27 years old
- **Medium Size** (6' 9", 295 lbs.)
- **Drac. Breath Weapon** (fire)
- **Drac. Resistance** (half damage vs. fire)

Ranger Class Features [PHB p. 90]

- **Favored Enemy:** Elementals (adv. on Survival checks to track, Intelligence to recall lore)
- **Natural Explorer:** Coastal (double proficiency bonus on Wisdom and Intelligence on favored terrain)