

Carv of the BlackClaw

CHARACTER NAME

Ranger Level 8

CLASS & LEVEL

Halfling

RACE

Outlander

BACKGROUND

Chaotic Good

ALIGNMENT

Marx

PLAYER NAME

23,325

EXPERIENCE POINTS

**STRENGTH**  
1  
12

**DEXTERITY**  
3  
17

**CONSTITUTION**  
2  
14

**INTELLIGENCE**  
1  
12

**WISDOM**  
2  
15

**CHARISMA**  
-1  
8

1 INSPIRATION

3 PROFICIENCY BONUS

**SAVING THROWS**

- 4 Strength
- 6 Dexterity
- 2 Constitution
- 1 Intelligence
- 2 Wisdom
- Charisma

**SKILLS**

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

16 ARMOR CLASS    3 INITIATIVE    25 SPEED

Hit Point Maximum 80

80 CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8 HIT DICE

SUCCESSES    FAILURES

DEATH SAVES

Feels more comfortable with animals than people.

PERSONALITY TRAITS

I must earn honor in battle for myself and my tribe.

IDEALS

I am the last of my tribe and must ensure their names are legend.

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Shortbow	+9	1d6 +1
Shortbow	+4	1d6+15+1

ATTACKS & SPELLCASTING

Fighting Style: Archery (+2 attack rolls)

Extra Attack

Greater Favored Enemy: Humanoid & Aberrations (+4 bonus to damage, advantage on Wisdom (Survival) checks to track, as well as Intelligence checks to recall information.

Escape the Horde: Opportunity attacks against you are made with disadvantage.

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.

Primeval Awareness

Sharpshooter feat: No long range disadvantage, ignore half cover and 3/4 cover for ranged, Can choose to take -5 to hit for +10 damage

+2 Dexterity (Halfling)

Brave (advantage on Fear Saves)

Halfling Nimbleness: Can move through the space of any creature that is of a size larger than me.

Lucky: When I roll a 1 on the d20 for an attack roll, ability check, or saving throw, I can reroll the die and must use the new roll.

Wanderer: I have an excellent memory for maps and geography, and can always recall the general layout of terrain, settlements, and other features around me. In addition, I can find food and fresh water for myself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Natural Explorer

FEATURES & TRAITS

15 PASSIVE WISDOM (PERCEPTION)

Language: Common, Halfling, Elvish, Goblin, Undercommon

Musical Instrument: Drum

OTHER PROFICIENCIES & LANGUAGES

Shortbow +1

Bracers of Archery

Quiver of Ehlonna

Shortsword

Studded Leather

Armor +1

Drums

Hunting Trap

100

EQUIPMENT