

Sevrin

Player: Justyn

Half-elf Ranger 2 - CR 1/4

Neutral Good Humanoid; Background: **Hermit**; Height: 5' 6"; Weight: **115lb**.

Ability	Score	Modifier	Saving Throw
STR STRENGTH	14	+2	+4
DEX DEXTERITY	16	+3	+5
CON CONSTITUTION	13	+1	+1
INT INTELLIGENCE	11	0	+0
WIS WISDOM	16	+3	+3
CHA CHARISMA	16	+3	+3

AC	13	Initiative	+3	Speed	30 ft
Proficiency	+2	Inspiration			
HP	18	HD	2d10	Death Saves	
Damage / Current HP		HD Used		Success/Fail	
Number of Attacks	1				



5th Edition SRD

Skill Name	Total	Ability	Prof	Temp
Acrobatics	+3	DEX (3)	-	
Animal Handling	+5	WIS (3)	+2	
Arcana	+0	INT (0)	-	
Athletics	+2	STR (2)	-	
Deception	+5	CHA (3)	+2	
History	+0	INT (0)	-	
Insight	+5	WIS (3)	+2	
Intimidation	+3	CHA (3)	-	
Investigation	+0	INT (0)	-	
Medicine	+5	WIS (3)	+2	
Nature	+2	INT (0)	+2	
Perception	+3	WIS (3)	-	
Performance	+3	CHA (3)	-	
Persuasion	+3	CHA (3)	-	
Religion	+2	INT (0)	+2	
Sleight of Hand	+3	DEX (3)	-	
Stealth	+3	DEX (3)	-	
Survival	+5	WIS (3)	+2	

Passive Perception: 13

Other Proficiencies:

Tools: Herbalism kit (+2)

Weapons: Martial weapons; Simple weapons

Armor: Light armor; Medium armor; Shields

Special Abilities

Beasts
Darkvision (60 feet)
Discovery
Fey Ancestry
Forest

Gear

Total Weight Carried: 0 lbs,
(Maximum: 210 lbs)

Money -

Languages

Common	Halfling
Elvish	Sylvan
Gnomish	

Spell Slots

1st level ☐☐

Spells & Powers

Ranger spells known (CL 1st)

Spell Save DC 13 Spell Attack +5

1st—*detect poison and disease*^R, *hail of thorns*

Other Spells & Powers

Feats, Bonus Spells:

Proficiencies Spells:

Experience & Wealth

Experience Points: **532/900**

Current Cash: **You have no money!**

Role Playing