

Rosaline Capulet

CHARACTER NAME

Ranger 1
CLASS & LEVEL

Noble
BACKGROUND

ZombiUnicorn
PLAYER NAME

Lightfoot Halfling
RACE

Chaotic Good
ALIGNMENT

EXPERIENCE POINTS

STRENGTH
-1
8

DEXTERITY
3
17

CONSTITUTION
1
12

INTELLIGENCE
1
13

WISDOM
2
14

CHARISMA
0
11

INSPIRATION

2 **PROFICIENCY BONUS**

SAVING THROWS

- 1 Strength
- 5 Dexterity
- 1 Constitution
- 1 Intelligence
- 2 Wisdom
- 0 Charisma

SKILLS

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

16 ARMOR CLASS

3 INITIATIVE

25 SPEED

Hit Point Maximum 11

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10 **HIT DICE**

SUCCESSES

FAILURES

DEATH SAVES

Despite my noble birth, I do not place myself above other folk. We all have the same blood.

If you do me an injury, I will crush you, ruin your name, and salt your fields.

PERSONALITY TRAITS

Independence. I must prove that I can handle myself without the coddling of my family. (Chaotic)

IDEALS

I am in love with the heir of a family that my family despises.

BONDS

I too often hear veiled insults and threats in every word addressed to me, and I'm quick to anger.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Longbow	+5	1d8+3
Dagger	+5	1d4
Quarterstaff	+1	1d6/1d8-1

ATTACKS & SPELLCASTING

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

Brave
You have advantage on saving throws against being frightened.

Halfling Nimbleness
You can move through the space of any creature that is of a size larger than yours.

Naturally Stealthy
You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Favored Enemy: Orcs
Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.
Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies.
You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

FEATURES & TRAITS

12 **PASSIVE WISDOM (PERCEPTION)**

Languages: Common, Dwarvish, Elvish, Halfling

Playing Card Set

OTHER PROFICIENCIES & LANGUAGES

CP Longbow

CP 20 Arrows

SP Quiver

SP Scale Mail

EP Dagger

EP Quarterstaff

EP Fine Clothes

EP Signet Ring

EP Scroll of Pedigree

CP 25 Explorer's Pack:

CP -Backpack

CP -Bedroll

CP -Mess kit

CP -Tinderbox

CP -10 Torches

CP -10 days of Rations

CP -Waterskin

CP -50' of Hempen Rope

EQUIPMENT



Rosaline Capulet

CHARACTER NAME

22

AGE

Brown

EYES

3'

HEIGHT

Honey

SKIN

45

WEIGHT

Golden Blonde

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

Natural Explorer: Forest
 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, swamp, or the Underdark. 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.

ADDITIONAL FEATURES & TRAITS

TREASURE



Ranger

SPELLCASTING CLASS

WIS

SPELLCASTING ABILITY

12

SPELL SAVE DC

4

SPELL ATTACK BONUS

0

CANTRIPS

SPELL LEVEL	SLOTS TOTAL	SLOTS EXPENDED
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SPELLS KNOWN