

Name Bo Fischer (& Arro)

Player Chel J. Bozievich

Campaign Sanguine; DM: Andrew / Thursdays

Class Ranger (Revised; Beast Conclave)

Race Human (Variant Ver.)

Deity ?????? Alignment NG; C. T.

Caster Level 06

Experience 00014000 Next Level 00023000

Background Inquisitor

Inspiration

45 16 +3

Proficiency Bonus +3

Hp Armor Class Initiative

Exploration

Passive Perception 12

Speed (Ft) 30 ft. Heavy Armor

Overland (mph) (mpd)

Score Mod Save
14 STRENGTH 2 +5

0 / 45 45 6d10+0
Temp Max Hp Hit Dice
Hp

+5 Athletics

Death Saves

Successes Failures

16 DEXTERITY 3 +6

+3 Acrobatics

+6 Stealth

+3 Sleight_of_hand

Weapons / Attacks

Weapon (Type/Range)	Attack	Damage
Longbow; 20/20 Arrows	+7	1d8+4
Kitchen Cleaver (S. Swd)	+6	1d6+4
An Actual Dagger	+6	1d4+4
A Shovel	+2	1d4+2
Holy Water (2/2 fl.)	+3	2d6 Rad.

Personality

"It helps me feel better when others show sympathy or appreciation for the horrors I've endured."

10 CONSTITUTION 0 +0

Ideals

"Humanity: Human life is to be cherished and preserved against the horrors of the night."

12 INTELLIGENCE 1 +1

+1 Arcana

+1 Nature

+1 History

+4 Religion

+4 Investigation

Equipment

ADVENTURER'S PACK

Name	Weight	Loc	Worth
Carried Weaponry	13 lb.	Carr.	00115 GP
Std. Vest & Bracers	10 lb.	Worn	00010 GP
Traveler's Clothes	04 lb.	Worn	00002 GP
Hip Flask (Water; F.)	01 lb.	Belt	00001 CP
Cordon Of Arrows	?? lb.	Back	Magic Itm.
Boots Of Striding	?? lb.	Feet	Magic Itm.
BACKPACK -----	05 lb.	Worn	00002 GP
Grappling Hook	04 lb.	Feet	00004 GP
Cartography Tools	06 lb.	Pack	00015 GP
Thieves' Tools	01 lb.	Pack	00025 GP
Tinderbox w/ Tr. (10)	11 lb.	Pack	00005 SP
Hemp Rope (50 ft.)	10 lb.	Pack	00001 GP
Inkpen, Ink Pots (x1)	00 lb.	Pack	00010 GP
Rations (x10) + MK.	21 lb.	Pack	00005 GP
Bedroll & Blanket	07 lb.	Pack	00001 GP
KEY ITEMS -----	-----	-----	-----
Inquisitorial Signet R.	00 lb.	Neck	"Trinket"
Inquisitorial Emblem	00 lb.	Pch.	Holy Sym.
Journal / "Spellbook"	01 lb.	Hip	"Trinket"
Spell Components	N / A	Pch.	00000 GP

Bonds

"One day, I will claim vengeance against the monster that took my sister from me."

14 WISDOM 2 +2

+5

+2 Medicine

Animal_handling

+2 Perception

+2 Insight

+5 Survival

Flaws

"I might have made a promise to a demon that I can't keep." (Metaphorical)

08 CHARISMA -1 -1

-1 Deception

-1 Performance

-1 Intimidation

-1 Persuasion

Features & Traits

Her first turn during combat she has advantage on attack rolls against creatures that have not yet acted. In addition, while traveling for an hour or more in a natural environment Bo gains several passive benefits related to tracking and survival.

"Fighting Style" >> Close-Quarters Shooter; When Bo makes a ranged attack while within 5' of a hostile creature she is not imposed by disadvantage on the attack roll. Her ranged attacks also ignore half cover and three-quarters cover against targets within 30' of her. Finally, Bo gains a +1 bonus to attack rolls on ranged attacks.

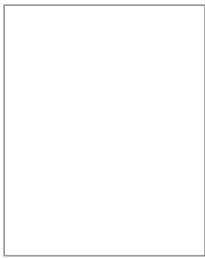
"Primeval Awareness" >> Bo has an innate ability to communicate with beasts, and they recognize her as a kindred spirit. Through sounds and gestures, she can communicate simple ideas to a beast as an action and can read its basic mood

Other Proficiencies

BG; Cartography Tls. BG; Thieves' Tools

+5 (WIS + Prof.) +6 (DEX + Prof.)

Cp Sp Ep Gp Pp
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Height	<u>5 ft. 4 in.</u>	Weight	<u>Fuck You</u>
Age	<u>21 yrs.</u>	Gender	<u>Female</u>
Hair	<input type="checkbox"/> Auburn Brown		
Eyes	<input type="checkbox"/> Seafoam Green		
Skin	<input type="checkbox"/> White-Skinned		

Languages

<u>Common</u>	_____	_____
<u>Elvish</u>	_____	_____
<u>Undercommon</u>	_____	_____
<u>Abyssal</u>	_____	_____
	_____	_____
	_____	_____

Description

Personality

Character Traits

Character Flaws

Contacts / Friends

Enemies

Statistics Block [Generate Statblock](#)

Other Notes

Private Notes



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