

Skarlett Tottenhall



5th Edition SRD

Rock gnome ranger 6 - CR 2

Lawful Neutral; Atheist; Background: **Acolyte**

Ability	Score	Modifier	Saving Throw
STR <small>STRENGTH</small>	8	-1	+2
DEX <small>DEXTERITY</small>	17	+3	+6
CON <small>CONSTITUTION</small>	15	+2	+2
INT <small>INTELLIGENCE</small>	12	+1	+1
WIS <small>WISDOM</small>	12	+1	+1
CHA <small>CHARISMA</small>	13	+1	+1

AC 15	Initiative +3	Speed 25 ft
Proficiency +3	Inspiration	
HP 52	HD 6d10	Death Saves
Damage / Current HP	HD Used	Success/Fail
Number of Attacks 2		

Quarterstaff

Main hand: **+2, 2 (1d6-1)** **bludgeoning** Bludgeoning, Versatile
 Both hands: **+2, 3 (1d8-1)** **bludgeoning**

Shortbow

Ranged, both hands: **+8, 6 (1d6+3) piercing** Rng: 80 ft./320 ft. Piercing, Ammunition, Two-Handed

Sling

Ranged: **+8, 5 (1d4+3) bludgeoning** Rng: 30 ft./120 ft. Bludgeoning, Ammunition

Studded leather

+2

Skill Name	Total	Ability	Prof	Temp
Acrobatics	+3	DEX (3)	-	
Animal Handling	+1	WIS (1)	-	
Arcana	+1	INT (1)	-	
Athletics	-1	STR (-1)	-	
Deception	+1	CHA (1)	-	
History	+1	INT (1)	-	
Insight	+4	WIS (1)	+3	
Intimidation	+1	CHA (1)	-	
Investigation	+1	INT (1)	-	
Medicine	+1	WIS (1)	-	
Nature	+4	INT (1)	+3	
Perception	+1	WIS (1)	-	
Performance	+1	CHA (1)	-	
Persuasion	+1	CHA (1)	-	
Religion	+4	INT (1)	+3	
Sleight of Hand	+3	DEX (3)	-	
Stealth	+6	DEX (3)	+3	
Survival	+4	WIS (1)	+3	

Passive Perception: 11

Other Proficiencies:

Tools: Tinker's tools

Weapons: Martial weapons; Simple weapons

Armor: Light armor; Medium armor; Shields

Special Abilities

Artificer's Lore
 Beasts
 Coast
 Darkvision (60 feet)
 Extra Attack
 Gnome Cunning
 Horde Breaker (1/round)
 Humanoids (choose 2 subtypes, Kobold, Lizardfolk)
 Primeval Awareness
 Shelter of the Faithful
 Swamp
 Tinker (3 active)

Gear

**Total Weight Carried: 17/120 lbs.,
(Maximum: 120 lbs)**

Money	0.32 lbs
Potion of Fire Giant Strength	-
Quarterstaff	4 lbs
Shortbow	-
Sling	-
Studded leather	13 lbs

Tracked Resources

Inspiration	<input type="checkbox"/>
Potion of Fire Giant Strength	<input type="checkbox"/>
Tinker (3 active)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common	Halfling
Gnomish	Sylvan
Gnomish	

Spell Slots

2nd level	<input type="checkbox"/> <input type="checkbox"/>
1st level	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Spells & Powers

Ranger spells known (CL 3rd)

Spell Save DC 12 Spell Attack +4

2nd—*barkskin, spike growth*

1st—*fog cloud*

Experience & Wealth

Current Cash: **9 gp, 7 sp**

Role Playing

Personality Trait: High Living - I've enjoyed fine food, drink, and high society among my temple's elite. Rough living grates on me.

Personality Trait: Omens - I see omens in every event and action. The gods try to speak to us, we just need to listen.

Ideal: Tradition - The ancient traditions of worship and sacrifice must be preserved and upheld. (Lawful)

Bond: Sacred Text - I seek to preserve a sacred text that my enemies consider heretical and seek to destroy.

Flaw: Judge Harshly - I judge others harshly, and myself even more severely.