

Ashley "Ash" Williams

Ranger Lvl 5 CLASS & LEVEL

Chosen One

S-Mart: Housewares BACKGROUND

PLAYER NAME

Good? Bad? ALIGNMENT

I'm the guy with the gun. EXPERIENCE POINTS

CHARACTER NAME



PROFICIENCY BONUS

- 6 Strength
- 6 Dexterity
- 1 Constitution
- 0 Intelligence _2_ Wisdom
- O _-1 Charisma
 - SAVING THROWS

CONSTITUTION

INTELLIGENCE

+0

WISDOM

+2

16

+3

- _3_ Acrobatics (Dex)
- _5 Animal Handling (Wis)
- ____ Arcana (Int)
- _6_ Athletics (Str)
- _-1 Deception (Cha)
- ___ History (Int)
- ____ Insight (Wis)
- _-1 Intimidation (Cha)
- ____ Investigation (Int)
- _2 Medicine (Wis)
- O _0 Nature (Int)
- O 2 Perception (Wis)
- _-1 Performance (Cha)
- _-1 Persuasion (Cha)
- ____ Religion (Int)
- 3 Sleight of Hand (Dex)
- O _3 Stealth (Dex)
- _5 Survival (W/s)

SKILLS

CHARISMA

PASSIVE WISDOM (PERCEPTION)

INITIATIVE Hit Point Maximum **CURRENT HIT POINTS** TEMPORARY HIT POINTS Total 5d10 SUCCESSES O=O=C FAILURES O=O DEATH SAVES HIT DICE

Ash: "Alright you Primitive Screwheads, listen up! You see this? Asii. Angirt you Frillinus os Grewheads, listert up: Tou see in This... is my boomstick! A twelve-gauge double-barreled Remington. S-Mart's top of the line. You can find this in the sporting goods department. That's right, this sweet baby was made in Grand Rapids, Michigan, Retails for about a hundred and nine, ninety five. It's got a walnut stock, cobalt blue steel, and a hair trigger. That's right. Shop smart. Shop S-Mart. You got that?" PERSONALITY TRAITS

Ash: "I know you're scared; we're all scared, but that doesn't mean we're cowards. We can take these skeletons, we can take them,

IDEALS

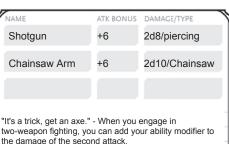
about in the Necronomicon, and as such you are responsible for finding the book and stopping its evil whenever it spreads. You've been sucked through yet another portal through time, and surrounded by what look to be a bu

BONDS

Arthur: "Are all men from the future loud-mouthed braggarts?" Ash: "Nope. Just me baby... Just me."

Ash: "It took Linda. Then it came after me, it got into my hand and it went bad, so I lopped it off at the wrist."

FLAWS



"Come get some" - You can attack twice, instead of once, whenever you take the Attack Action on your turn.

"Welcome to the 21st century!" - Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

SPELL SLOTS 1st 2nd (3rd

4th

5th

(6th

7th

8th

9th

"Pages from the Necronomicon" - You managed to tear a few pages from the Necronomicon before it flapped away from you this last time. Reading these pages in Candarian will allow you to produce the following spell effects:

PREPARED SPELLS

Spell save DC = 13 Spell Attack modifier = +5

1st Level: Cure Wounds Detect Poison and Disease

2nd Level:

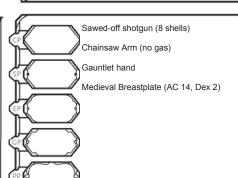
ATTACKS

"Chosen One" - You have advantage on Wisdom (Survival) checks to track Deadites, as well as on Intelligence checks to recall information about them. You can also read Candarian, which is the language of the Necronomicon, if for some reason that's something you'd be stupid enough to want to do.

"Into the Woods" - You've had enough experience surviving in evil woods that you are adept at traveling in forests. 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 are proficient in.

"Groovy" - Your right hand can be switched between a metal gauntlet hand (acts as normal hand) or a Chainsaw Arm by spending a full round changing them out.

OTHER PROFICIENCIES & LANGUAGES



Cantrips Known