



Ashley "Ash" Williams

CHARACTER NAME

Ranger Lvl 5  
CLASS & LEVEL

S-Mart: Housewares  
BACKGROUND

PLAYER NAME

Chosen One  
RACE

Good? Bad?  
ALIGNMENT

I'm the guy with the gun.  
EXPERIENCE POINTS

**STRENGTH**  
**16**  
+3

**DEXTERITY**  
**16**  
+3

**CONSTITUTION**  
**13**  
(+1)

**INTELLIGENCE**  
**11**  
+0

**WISDOM**  
**14**  
+2

**CHARISMA**  
**8**  
-1

**+3** PROFICIENCY BONUS

- 6 Strength
  - 6 Dexterity
  - 1 Constitution
  - 0 Intelligence
  - 2 Wisdom
  - 1 Charisma
- SAVING THROWS

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

**12** PASSIVE WISDOM (PERCEPTION)

**16** ARMOR CLASS

**3** INITIATIVE

**30** SPEED

Hit Point Maximum **55**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **5d10**

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

Ash: "Alright you Primitive Screwheads, listen up! You see this? 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, with science!"

IDEALS

As much as you hate to admit it, you are the Chosen One written 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 bunch of assholes.

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

NAME	ATK BONUS	DAMAGE/TYPE
Shotgun	+6	2d8/piercing
Chainsaw Arm	+6	2d10/Chainsaw

"It's a trick, get an axe." - When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

"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.

ATTACKS

SPELL SLOTS PREPARED SPELLS

1st 4

2nd 2

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:

Spell save DC = 13  
Spell Attack modifier = +5

1st Level:  
Cure Wounds  
Alarm  
Detect Poison and Disease

2nd Level:  
Darkvision

"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

CF Sawed-off shotgun (8 shells)

SF Chainsaw Arm (no gas)

EF Gauntlet hand

GF Medieval Breastplate (AC 14, Dex 2)

PP

EQUIPMENT

Cantrips Known

SPELLCASTING