

CHARACTER NAME

RACE

ALIGNMENT

BACKGROUND

EXPERIENCE POINTS

PROFICIENCY

INSPIRATION

PASSIVE PERCEPTION

PASSIVE INSIGHT

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SAVING THROWS

ATHLETICS

SAVING THROWS

ACROBATICS

SLEIGHT OF HAND

STEALTH

SAVING THROWS

SAVING THROWS

ARCANA

HISTORY

INVESTIGATION

NATURE

RELIGION

SAVING THROWS

ANIMAL HANDLING

INSIGHT

MEDICINE

PERCEPTION

SURVIVAL

SAVING THROWS

DECEPTION

INTIMIDATION

PERFORMANCE

PERSUASION

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

DEATH SAVED

Used

Total

d10

SUCCESS

FAILURES

NAME

ATK BONUS

DAMAGE/TYPE

FAVoured ENEMY

FAVoured TERRAIN

Level

Enemy

1st

6th

14th

Level

Terrain

1st

6th

10th

SPELL ATTACK BONUS

SPELL SAVE DC

SPELLS SLOTS

1st

2nd

3rd

4th

5th

Level

R

SPELLS KNOWN

FAVoured ENEMY

LEVEL 1

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one.

NATURAL EXPLORER

LEVEL 1

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, you remain alert to danger.

If traveling alone, you can move stealthily at a normal pace.

When you forage, you find twice as much food as normal.

While tracking other creatures, you learn their exact number, their sizes, and how long ago they passed through the area.

FIGHTING STYLE

LEVEL 2

RANGER

RANGER ARCHETYPE

LEVEL 3

RANGER ARCHETYPE FEATURE

PRIMEVAL AWARENESS

LEVEL 3

You can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This doesn't reveal the creatures' location or number.

EXTRA ATTACK

LEVEL 5

You can attack twice, instead of once, whenever you take the Attack action on your turn.

RANGER ARCHETYPE FEATURE

LEVEL 7

LAND'S STRIDE

LEVEL 8

Moving through nonmagical difficult terrain costs you no extra movement. You can pass through nonmagical plants without being slowed by them and without taking damage from them. You have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

HIDE IN PLAIN SIGHT

LEVEL 10

You can spend 1 minute creating camouflage for yourself. You must have access to naturally occurring materials with which to create your camouflage. Once camouflaged, you can try to hide by pressing yourself up against a solid surface that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

RANGER ARCHETYPE FEATURE

LEVEL 11

VANISH

LEVEL 14

You can use the Hide action as a bonus action on your turn. You can't be tracked by nonmagical means, unless you choose.

RANGER ARCHETYPE FEATURE

LEVEL 15

FERAL SENSES

LEVEL 18

When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it. You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

FOE SLAYER

LEVEL 20

Once on each of your turns, you can add your Wisdom modifier to the attack roll or the damage roll of an attack you make against one of your favored enemies.

RACIAL TRAITS

PROFICIENCIES

LANGUAGES

TOOLS & OTHER PROFICIENCIES



CHARACTER NAME

AGE

HEIGHT

WEIGHT

DISTINGUISHING MARKS

EYES

SKIN

HAIR

SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

Attuned

HEAD

AMULET

CLOAK

ARMOUR

HANDS/ARMS

RING

RING

BELT

BOOTS

CP

SP

EP

GP

PP

MAGIC ITEMS

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

BACKPACK/STORAGE

SPELL
ATTACK BONUS

SPELL
SAVE DC

COMPONENT POUCH

SPELL SLOTS

1st	2nd	3rd	4th	5th	6th	7th	8th	9th
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☐ SPELLCASTING FOCUS

LEVEL

School

RANGE

CASTING TIME

SAVE

DURATION

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