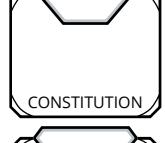
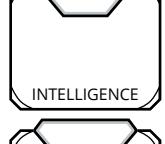
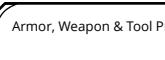
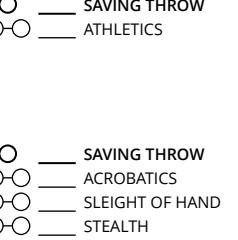
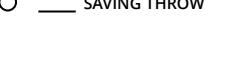
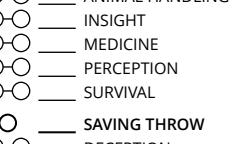
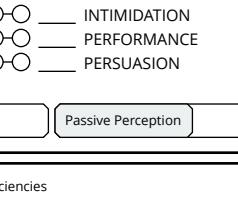




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|---|--------------------|-----------|----------|--------|----------|--------|----------|--------|----------|--------|----------|--------|
| Character name | Level | XP | | | | | | | | | | |
| Player name | Race | Alignment | | | | | | | | | | |
|  SAVING THROW ATHLETICS | | | | | | | | | | | | |
|  STRENGTH  DEXTERITY  CONSTITUTION  INTELLIGENCE  WISDOM  CHARISMA | | | | | | | | | | | | |
|  SAVING THROW ACROBATICS SLEIGHT OF HAND STEALTH | | | | | | | | | | | | |
|  SAVING THROW | | | | | | | | | | | | |
|  SAVING THROW ARCANA HISTORY INVESTIGATION NATURE RELIGION | | | | | | | | | | | | |
|  SAVING THROW ANIMAL HANDLING INSIGHT MEDICINE PERCEPTION SURVIVAL | | | | | | | | | | | | |
|  SAVING THROW DECEPTION INTIMIDATION PERFORMANCE PERSUASION | | | | | | | | | | | | |
| Proficiency Bonus | Passive Perception | | | | | | | | | | | |
| Armor, Weapon & Tool Proficiencies | | | | | | | | | | | | |
| Known Languages | | | | | | | | | | | | |
| Features & Other | | | | | | | | | | | | |
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| Item | Count | | | | | | | | | | | |
| Item | Count | | | | | | | | | | | |
| Item | Count | | | | | | | | | | | |
| Currently Equipped | | | | | | | | | | | | |
| FAVORED ENEMY @ Level 1, 6 and 14 | | | | | | | | | | | | |
| Select one favored enemy at level 1, and an additional favored enemy at levels 6 and 14. You have adv. on WIS (Survival) to track, and on INT checks to recall information about your favored enemies. You also learn language spoken by your favored enemy, if any. | | | | | | | | | | | | |
| Level 1 favored enemy | | | | | | | | | | | | |
| Level 6 favored enemy | | | | | | | | | | | | |
| Level 14 favored enemy | | | | | | | | | | | | |
| NATURAL EXPLORER @ Level 1, 6 and 10 | | | | | | | | | | | | |
| You double your prof. if trained in skill for INT or WIS checks related to favored terrain. After being in favored terrain for one hour or more: difficult terrain does not slow your party down, you can't become lost except by magical means, you always remain alert to danger, you can move stealthily at normal pace if alone, you gather twice as much food when foraging, you get to know number of creatures you are tracking as well as their size and how long ago they passed through the area | | | | | | | | | | | | |
| Level 1 terrain | | | | | | | | | | | | |
| Level 6 terrain | | | | | | | | | | | | |
| Level 10 terrain | | | | | | | | | | | | |
| FIGHTING STYLE @ Level 1 and 10 | | | | | | | | | | | | |
| Select one Fighting Style at level 1 and another at level 10. | | | | | | | | | | | | |
| <input type="radio"/> Archery | | | | | | | | | | | | |
| You gain a +2 bonus to attacks you make with ranged weapons. | | | | | | | | | | | | |
| <input type="radio"/> Defense | | | | | | | | | | | | |
| While wearing armor, you gain a +1 bonus to AC. | | | | | | | | | | | | |
| <input type="radio"/> Dueling | | | | | | | | | | | | |
| When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon. | | | | | | | | | | | | |
| <input type="radio"/> Two-Weapon Fighting | | | | | | | | | | | | |
| When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack. | | | | | | | | | | | | |
| SPELLCASTING @ Level 2 | | | | | | | | | | | | |
| Regain all expended spell slots after a long rest . | | | | | | | | | | | | |
| Spell attack Spell DC Spells known | | | | | | | | | | | | |
| PRIMEVAL AWARENESS @ Level 3 | | | | | | | | | | | | |
| You can use a ranger spell slot to sense aberrations, celestials, dragons, elementals, fey, fiends or undead within 1 mile (6 if in favored terrain). Lasts 1 min per level of the spell slot used. Does not reveal creature's location or number. | | | | | | | | | | | | |
| RANGER'S COMPANION @ Level 3 | | | | | | | | | | | | |
| Choose a beast that is no larger than medium and that has a challenge rating of 1/4 or lower. Add your prof. to the beast's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in. Its max HP equals its normal maximum or 4 x your ranger level, whichever is higher. The beast obeys your commands as best as it can. It takes its turn on your initiative. It doesn't take an action unless you command it to. On your turn as a free action, you can verbally command the beast where to move. You can use your action to verbally command it to take the attack, dash, disengage, dodge, or help action. Once you have the Extra Attack feature, you can make one weapon attack yourself when you command the beast to take the attack action. While traveling through your favored terrain with only the beast, you can move stealthily at a normal pace. If the beast dies, you can obtain another one by spending 8 hours magically bonding with another beast that isn't hostile to you. | | | | | | | | | | | | |
| EXCEPTIONAL TRAINING @ Level 7 | | | | | | | | | | | | |
| On a turn when your beast doesn't attack, you can use your bonus action to command it to take the dash, disengage, dodge or help action. | | | | | | | | | | | | |
| LAND'S STRIDE @ Level 8 | | | | | | | | | | | | |
| Moving through nonmagical difficult terrain does not cost extra movement nor do nonmagical plants slow you down and you take no damage from them. You have adv. on saving throws vs. plants that are magically created or manipulated to impede or slow movement. | | | | | | | | | | | | |
| HIDE IN PLAIN SIGHT @ Level 10 | | | | | | | | | | | | |
| You can spend 1 min to create a natural camouflage to add 10 to DEX (Stealth) checks while standing still, pressed up against a solid surface. | | | | | | | | | | | | |
| BESTIAL FURY @ Level 11 | | | | | | | | | | | | |
| Your beast can make two attacks when you command it to use the attack action. | | | | | | | | | | | | |
| VANISH @ Level 14 | | | | | | | | | | | | |
| You hide as a bonus action. You can't be tracked by nonmagical means. | | | | | | | | | | | | |
| SHARE SPELLS @ Level 15 | | | | | | | | | | | | |
| When you cast a spell targeting yourself, you can also affect your beast with the spell if it's within 30 ft. of you. | | | | | | | | | | | | |
| FERAL SENSES @ Level 18 | | | | | | | | | | | | |
| The inability to see an enemy does not give disadv. on your attacks. You are aware of invisible creatures within 30 ft. provided that they are not hidden and you are not blinded or deafened. | | | | | | | | | | | | |
| FOE SLAYER @ Level 20 | | | | | | | | | | | | |
| Add your WIS modifier to attack or damage rolls vs. your favored enemy. | | | | | | | | | | | | |
| Notes | | | | | | | | | | | | |
| RANGER - BEAST MASTER | | | | | | | | | | | | |