



Character name	Level	XP
Player name	Race	Alignment

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	SAVING THROW ATHLETICS
	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	

	CONDITIONS		
	Maximum Temporary		
	HIT POINTS		
HIT DICE You can spend one or more hit dice at the end of a short rest. Roll each die and add your CON modifier. You regain HP equal to the total. Regain hit dice up to half your max. hit dice (min. of 1) after a long rest.			
Die size	Max. dice	Dice left	
DEATH SAVING THROWS If you start your turn with 0 HP, roll a d20. If the roll is 10 or higher, mark off 1 success, otherwise, mark off 1 failure. 3 success and you become stable, 3 failures and you die. Rolling a 1 counts as 2 failures. If you roll a 20, you regain 1 HP and regain consciousness. If you take damage while at 0 HP, mark off 1 failure. If you suffer a critical hit, mark off 2 failures. If the damage exceeds your max. HP, you suffer instant death.			
Successes	○ ○ ○	Failures	○ ○ ○

Weapon	Range	
To hit	Damage	
Weapon	Range	
To hit	Damage	
Weapon	Range	
To hit	Damage	
Ammunition	Count	
Ammunition	Count	
Number of attacks per attack action		○ ○ ○ ○ ○

Armor, Weapon & Tool Proficiencies		
Known Languages		
Features & Other		

Currently Equipped		
Currency	Amount	
Item	Count	
Item	Count	
Item	Count	

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 a 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.

Archery

You gain a +2 bonus to attacks you make with ranged weapons.

Defense

While wearing armor, you gain a +1 bonus to AC.

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.

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.

HUNTER'S PREY @ Level 3

Colossus Slayer

Once per turn, when you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its max. HP.

Giant Killer

When a large or larger creature you can see within 5 ft. of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack.

Horde Breaker

Once on per turn 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.

DEFENSIVE TACTICS @ Level 7

Escape the Horde

Opportunity attacks against you are made with disadv.

Multiattack Defense

When a creature hits you with an attack, you gain +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Steel Will

You have adv. on saving throws against being frightened.

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.

MULTIATTACK @ Level 11

Volley

As an action, make a ranged attack against any number of creatures within 10 ft. of a point you can see within your weapon's range. You must have ammo for each target. Make a separate attack roll for each target.

Whirlwind Attack

As an action, make a melee attack against any number of creatures within 5 ft. of you. Make a separate attack roll for each target.

VANISH @ Level 14

You hide as a bonus action. You can't be tracked by nonmagical means.

SUPERIOR HUNTER'S DEFENSE @ Level 15

Evasion

When you have to make a DEX save to take half damage, instead take no damage on a success and half on a failed save.

Stand Against the Tide

When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

Uncanny Dodge

When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against 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.

RANGER - HUNTER