



Character name
Player name

Level	XP
Race	Alignment

STRENGTH	SAVING THROW ATHLETICS
DEXTERITY	SAVING THROW ACROBATICS SLEIGHT OF HAND STEALTH
CONSTITUTION	SAVING THROW
INTELLIGENCE	SAVING THROW ARCANA HISTORY INVESTIGATION NATURE RELIGION
WISDOM	SAVING THROW ANIMAL HANDLING INSIGHT MEDICINE PERCEPTION SURVIVAL
CHARISMA	SAVING THROW DECEPTION INTIMIDATION PERFORMANCE PERSUASION
Proficiency Bonus	
Passive Perception	

AC	CONDITIONS	
INITIATIVE	Maximum Temporary	
SPEED	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 successes 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		
To hit	Range	
To hit		
Damage		
Weapon		
To hit	Range	
To hit		
Damage		
Ammunition		
Ammunition	Count	
Number of attacks per attack action		
Currently Equipped		

Armor, Weapon & Tool Proficiencies

Known Languages

Features & Other

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

Currency	Amount

FAVORED ENEMY @ Level 1

Choose a type of favored enemy: beasts, fey, humanoids, monstrosities or undead. You gain a +2 bonus to damage rolls with weapon attacks against your favored enemy. You also have adv. on WIS (Survival) checks to track your favored enemy, as well as on INT checks to recall information about them. You also learn an additional language, typically associated with the language spoken by your favored enemy.

Favored enemy

NATURAL EXPLORER @ Level 1

You ignore difficult terrain, have adv. on initiative rolls and adv. on attacks against creatures who have not yet acted. When traveling for an hour or more, difficult terrain does not slow your party down, you cannot 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, and you get to know the number of creatures you are tracking as well as their size and how long ago they passed through the area.

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

As an action, using sounds and gestures you can communicate simple ideas to a beast, you can read a beast's mood and intent, emotional state, short-term needs, you learn if it has been affected by magic and you learn any actions you can take to persuade it not to attack. You can't use this ability against a creature you have attacked within the past 10 min. Additionally if you spend 1 min. concentrating, you can detect if any favored enemy is present within 5 miles. This reveals which favored enemy is present, their numbers, and the creatures' general direction and distance from you in miles. You learn this information for all groups of favored enemies within range.

GREATER FAVORED ENEMY @ Level 6

Choose a type of Greater Favored Enemy: aberrations, celestial, constructs, dragons, elementals, fiends or giants. Against your Greater Favored Enemy, you gain all normal benefits for Favored Enemy. Bonus damage against favored enemies increases to +4. You have adv. on saves against spells and abilities used by greater favored enemy.

Greater favored enemy

FLEET OF FOOT @ Level 8

You can use dash action as a bonus action.

HIDE IN PLAIN SIGHT @ Level 10

When you hide on your turn, if you do not move, creatures get -10 penalty to WIS (Perception) to spot you until the start of your next turn. You lose this benefit if you move or fall prone, either voluntarily or because of an external effect. You are automatically detected if an action or effect causes you to no longer be hidden. If you are still hidden on your next turn, you may remain motionless to keep this benefit.

VANISH @ Level 14

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

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

Once per turn, you can add your WIS modifier to an attack roll or damage roll. You can do so after the roll, but before the outcome is announced.

Notes
