

DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH

PROFICIENCY BONUS

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☐ Charisma

CONDITIONAL

SAVING THROWS

- ☐ Acrobatics (Dex)
- ☐ Animal Handling (Wis)
- ☐ Arcana (Int)
- ☐ Athletics (Str)
- ☐ Deception (Cha)
- ☐ History (Int)
- ☐ Insight (Wis)
- ☐ Intimidation (Cha)
- ☐ Investigation (Int)
- ☐ Medicine (Wis)
- ☐ Nature (Int)
- ☐ Perception (Wis)
- ☐ Performance (Cha)
- ☐ Persuasion (Cha)
- ☐ Religion (Int)
- ☐ Sleight of Hand (Dex)
- ☐ Stealth (Dex)
- ☐ Survival (Wis)

SKILLS

PASSIVE PERCEPTION

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

ARMOR

SHIELD

AC

ARMOR CLASS

MAXIMUM

HIT DICE

TEMPORARY

CURRENT HIT POINTS

SPEED

FLY

CLIMB

SWIM

VISION

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

Fey Ancestry. Advantage on saving throws against being charmed, and magic can't put you to sleep.

Trance. Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day.

Fey Step (1/Short Rest). You can cast the misty step spell once using this trait.

RACIAL TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Favored Enemy. You have advantage on Survival checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

Undead.

Natural Explorer. 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're proficient in. 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 you are traveling alone, you can move stealthily at a normal pace. When you forage, you find twice as much food as you normally would. While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Forest.

Fighting Style.

Archery. You gain a +2 bonus to attack rolls you make with ranged weapons.

Primeval Awareness (Action). You can 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 feature doesn't reveal the creatures' location or number.

Spiritual Curse. Whenever you take the Attack action, you can choose to make feral attacks in place of your normal attacks if you have at least one free hand. When you do this, the spiritual claws of the beast within manifest around your arm as you strike a creature within your reach. Make an attack roll (+1 vs AC). If you hit, the target takes 1d12+1 slashing damage. You can choose to use your bonus action to make an additional feral attack if at least one feral attack you've made during your turn hits a creature. Whenever you kill a creature with a feral attack, you risk losing control of yourself and are overwhelmed with a compulsion to feast on the creature's spirit. If the corpse of a creature you have slain with a feral attack is within your reach at the start of your turn during the first minute after you have killed it, your predatory spirit will appear and feast using your action, granting you 1 temporary hp. Once it does this, you regain control, and you can use a bonus action before the end of your turn to make one feral attack.

Cold Iron. The hoarfrost of the Huntsman's domain infuses your mind and body even as your soul fights within you. You gain the following benefits: **Dark Hunter.** You ignore disadvantage on Perception checks caused by dim lighting. **Flawless Pursuit.** Whenever a hostile creature you can see takes the Dash action, you can use your reaction to move up to your speed towards them, even while mounted. **Hunting Blind.** You can create an area of artificial camouflage up to 10 feet in each dimension for yourself and your allies over the course of 1 minute. While within, you gain advantage on Stealth checks and cannot be detected by scent. **Winter's Might.** You can add your Strength modifier to your AC in place of your Dexterity modifier, and you can use your Strength modifier when making attacks with ranged weapons.

FEATURES & TRAITS

Armor Proficiencies. Light Armor, Medium Armor, Shields

Weapon Proficiencies. Longsword, Shortsword, Shortbow, Longbow, Simple Weapons, Martial Weapons

Tool Proficiencies. Playing card set, Dice set

Languages. Common, Elvish, Abyssal

PROFICIENCIES & LANGUAGES

INITIATIVE

NAME RANGE ATTACK DAMAGE / TYPE

ATTACKS & SPELLCASTING



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I would rather make a new friend than a new enemy. The first thing I do in a new place is note the locations of everything valuable—or where such things could be hidden.

PERSONALITY TRAITS

Freedom. Chains are meant to be broken, as are those who would forge them. (Chaotic)

IDEAL

Something important was taken from me, and I aim to steal it back.

BOND

I turn tail and run when things look bad.

FLAW

You are in frequent contact with people in the segment of society that your chosen quarries move through. These people might be associated with the criminal underworld, the rough-and-tumble folk of the streets, or members of high society. This connection comes in the form of a contact in any city you visit, a person who provides information about the people and places of the local area.

BACKGROUND FEATURE

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

[illegible]

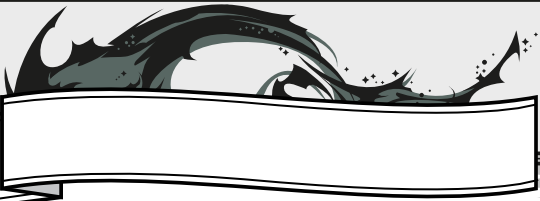
QUEST ITEMS & TRINKETS



SPELLCASTING ABILITY SPELL ATTACK BONUS SAVING THROW DC SPELLS TO PREPARE

1ST LEVEL 3 SPELL SLOTS ● ● ●

2ND LEVEL



SPELLCASTING ABILITY SPELL ATTACK BONUS SAVING THROW DC SPELLS TO PREPARE

2ND LEVEL

Hail of Thorns

1st-level conjuration

CASTING TIME	1 bonus action
RANGE	Self
DURATION	Concentration, up to 1 minute
COMPONENTS	V

The next time you hit a creature with a ranged weapon attack before the spell ends, this spell creates a rain of thorns that sprouts from your ranged weapon or ammunition. In addition to the normal effect of the attack, the target of the attack and each creature within 5 feet of it must make a Dexterity saving throw. A creature takes 1d10 piercing damage on a failed save, or half as much damage on a successful one.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st (to a maximum of 6d10).

Spellcasting (Ranger)

Player's Handbook

Hunter's Mark

1st-level divination

CASTING TIME	1 bonus action
RANGE	90 feet
DURATION	Concentration, up to 1 hour
COMPONENTS	V

You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

Spellcasting (Ranger)

Player's Handbook

Rimesworn Blade

1st-level evocation

CASTING TIME	Special
RANGE	Self
DURATION	1 turn
COMPONENTS	V, S, M (a martial weapon)

Ice can be sharper than steel, and splinters like a sap-filled tree in winter cold clutches.

The first time you take the Attack action during your turn, you can cast this spell to infuse your martial weapon with chilling cold and coat the exterior with brittle ice. The first time you hit with this weapon, the target takes an additional 1d8 cold damage, shattering the ice on your weapon. The target and creatures within 10 feet of the target other than you must make a Dexterity saving throw. If they fail, they take 1d8 piercing damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, either the cold or piercing damage (your choice) increases by 1d8 per slot level above 1st.

Huntsman's Arcana (Ranger)

The Compendium of Forgotten Secrets

Slashing Step

1st-level transmutation

CASTING TIME	1 action
RANGE	Self
DURATION	Instantaneous
COMPONENTS	V, S

As part of the action used to cast this spell, you must use the Dash action. When doing so, you enter a semi-incorporeal state and move with increased grace, allowing you to move without provoking an attack of opportunity.

Additionally, you may make a single melee attack against any creature that is within 5 feet of your chosen path, doing your normal attack damage on a hit.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for every two slot levels above 1st.

Spellcasting (Ranger)

Grimlore's Grimoire

Misty Step

2nd-level conjuration

CASTING TIME	1 bonus action
RANGE	Self
DURATION	Instantaneous
COMPONENTS	V

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

Fey Step (Eladrin)

Player's Handbook

Wolfbane Trap

2nd-level transmutation

CASTING TIME	1 minute
RANGE	Touch
DURATION	8 hours
COMPONENTS	V, S, M (a sharp piece of metal)

A clever hunter is patient.

When you cast this spell, you place the sharpened metal on the ground and transform it into a frostbound bear trap that occupies a 5-foot square. This trap is nearly invisible, and requires a successful Wisdom (Perception) check to detect it and a successful Dexterity (Sleight of Hand) check to disarm it. The DC for these checks is equal to your spell save DC.

The first time a creature enters the area occupied by this trap, it triggers, it reveals itself, and clamps shut. The creature must make a Dexterity saving throw. If they fail, they take 2d10 piercing damage and 1d10 cold damage, and have their movement speed reduced to 0 while they are trapped.

A creature caught in the trap can be freed by using an action to make a Strength check against your spell save DC. If successful, the creature is freed from the trap. Once a creature is freed from the trap, or the trap is disarmed, the spell ends and the trap vanishes.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the piercing or cold damage (your choice) increases by 1d10 per slot level above 2nd.

Huntsman's Arcana (Ranger)

The Compendium of Forgotten Secrets

The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil. The rest of the armor is made of softer and more flexible materials.

Includes a backpack, a bag of 1,000 ball bearings, 10 feet of string, a bell, 5 candles, a crowbar, a hammer, 10 pitons, a hooded lantern, 2 flasks of oil, 5 days rations, a tinderbox, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

This ordinary bag, made from gray, rust, or tan cloth, appears empty. Reaching inside the bag, however, reveals the presence of a small, fuzzy object. The bag weighs ½ pound.

You can use an action to pull the fuzzy object from the bag and throw it up to 20 feet. When the object lands, it transforms into a creature you determine by rolling a d8 and consulting the table that corresponds to the bag's color. The creature vanishes at the next dawn or when it is reduced to 0 hit points.

The creature is friendly to you and your companions, and it acts on your turn. You can use a bonus action to command how the creature moves and what action it takes on its next turn, or to give it general orders, such as to attack your enemies. In the absence of such orders, the creature acts in a fashion appropriate to its nature.

Once three fuzzy objects have been pulled from the bag, the bag can't be used again until the next dawn.

GRAY BAG OF TRICKS

d8 Creature

- 1 Weasel
- 2 Giant rat
- 3 Badger
- 4 Boar
- 5 Panther
- 6 Giant badger
- 7 Dire wolf
- 8 Giant elk