



CHARACTER NAME

RACE	PLAYER NAME
BACKGROUND	ALIGNMENT

RANGER

RANGER ARCHETYPE

LEVEL

EXPERIENCE POINTS

ABILITY SCORES

STRENGTH

INTELLIGENCE

DEXTERITY

WISDOM

CONSTITUTION

CHARISMA

PROFICIENCY BONUS

HEALTH & DEFENSE

CURRENT HIT POINTS

ARMOR CLASS

SAVING THROWS

MAX HP

TEMP HP

HIT DICE

CONDITIONS & RESISTANCES

DEATH

EXHAUSTION

INITIATIVE

SPEED

OTHER MOVEMENT

FAVORED ENEMY

FAVORED TERRAIN

FIGHTING STYLE

OF ATTACKS

WEAPON	TO HIT	DAMAGE	TYPE	RANGE	PROPERTIES	AMMUNITION

WEAPON & ARMOR PROFICIENCIES

Light Armor

Medium Armor

Heavy Armor

Shield

SKILLS

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)

TOOLS

FEATS, TRAITS, & ABILITIES



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

PERSONALITY TRAITS

BOND

IDEALS

FLAWS

ALLIES and ORGANIZATIONS

CHARACTER BACKSTORY

LANGUAGES

ADDITIONAL TRAITS, FEATURES, NOTES

CHARACTER NAME

SPELLCASTING ABILITY

SPELLCASTING CLASS

CANTRIPS

Conc.

Conc.

Conc.

Conc.

SPELLS KNOWN

SPELL ATTACK

SPELL SAVE DC

As a **Ranger**, you have learned to draw on the magic of nature to cast spells.

SPELLS KNOWN

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SPELL SLOTS

Lvl 1

SLOTS

USED

Lvl 2

SLOTS

USED

Lvl 3

SLOTS

USED

Lvl 4

SLOTS

USED

Lvl 5

SLOTS

USED

COMPANION STATISTICS

PRIMEVAL AWARENESS

Beginning at 3rd level, 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 feature doesn't reveal the creatures' location or number.