



CHARACTER NAME

RACE

PLAYER NAME

BACKGROUND

ALIGNMENT

RANGER

RANGER ARCHETYPE

LEVEL

EXPERIENCE POINTS

ABILITY SCORES

STRENGTH	INTELLIGENCE
<input type="text"/>	<input type="text"/>

DEXTERITY	WISDOM
<input type="text"/>	<input type="text"/>

CONSTITUTION	CHARISMA
<input type="text"/>	<input type="text"/>

PROFICIENCY BONUS

HEALTH & DEFENSE

CURRENT HIT POINTS	
<input type="text"/>	<input type="text"/>

MAX HP	TEMP HP
<input type="text"/>	<input type="text"/>

HIT DICE	
TOTAL	USED
<input type="text"/>	<input type="text"/>
FAILURES	SUCCESES
<input type="text"/>	<input type="text"/>
EXHAUSTION	
<input type="text"/>	<input type="text"/>

ARMOR CLASS

STRENGTH
DEXTERITY
CONSTITUTION
INTELLIGENCE
WISDOM
CHARISMA

CONDITIONS & RESISTANCES

<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

WEAPON

TO HIT

DAMAGE

TYPE

RANGE

PROPERTIES

AMMUNITION

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) Disadv.
- Survival (Wis)

TOOLS

-
-
-
-
-
-
-
-

FEATS, TRAITS, & ABILITIES

- Light Armor
- Medium Armor
- Heavy Armor
- Shield

WEAPON & ARMOR PROFICIENCIES

OF ATTACKS

FAVORED ENEMY

- 1st
6th
14th
- You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

FAVORED TERRAIN

- 1st
6th
14th
- 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.

In addition, while traveling for an hour or more in your favored terrain, difficult terrain doesn't slow your group's travel; you can always retrace your steps; you have Advantage on Navigation checks; you remain alert to danger even when doing something else while traveling; if you are alone you can move stealthily at a normal pace; while tracking other creatures, you also learn their number, sizes, and how long ago they passed through.

FIGHTING STYLE

<input type="text"/>

<input type="text"/>



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

PERSONALITY TRAITS

LANGUAGES

BOND

ADDITIONAL TRAITS, FEATURES, NOTES

IDEALS

FLAWS

ALLIES and ORGANIZATIONS

CHARACTER BACKSTORY



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

SPEll SLOTS

R
C R
C R
C R
C R
C R
C R
C R
C R
C R
C R
C R
C R
C R
C R
C R
C R
C R
C

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.