

CHARACTER NAME

RACE BACKGROUND

ALIGNMENT EXPERIENCE POINTS

# RANGER

RANGER ARCHETYPE

PROFICIENCY PASSIVE PERCEPTION

INSPIRATION PASSIVE INSIGHT

AC INITIATIVE SPEED

Hit Point Maximum Temporary Hit Points

HIT DICE DEATH SAVES

Used Total d10

SUCCESSSES FAILURES

NAME	ATK BONUS	DAMAGE/TYPE

FAVoured ENEMY FAVoured TERRAIN

Level	Enemy	Level	Terrain
1st		1st	
6th		6th	
14th		10th	

SPELL ATTACK BONUS SPELL SAVE DC SPELLS SLOTS

1st 2nd 3rd 4th 5th

Level (R) SPELLS KNOWN


**FAVoured ENEMY** LEVEL 1

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one.

**NATURAL EXPLORER** LEVEL 1

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 traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as normal.
- While tracking other creatures, you learn their exact number, their sizes, and how long ago they passed through the area.

**FIGHTING STYLE** LEVEL 2

**STRENGTH**

◆ — SAVING THROWS

⊖ — ATHLETICS

**DEXTERITY**

◆ — SAVING THROWS

⊖ — ACROBATICS

⊖ — SLEIGHT OF HAND

⊖ — STEALTH

**CONSTITUTION**

◆ — SAVING THROWS

**INTELLIGENCE**

◆ — SAVING THROWS

⊖ — ARCANA

⊖ — HISTORY

⊖ — INVESTIGATION

⊖ — NATURE

⊖ — RELIGION

**WISDOM**

◆ — SAVING THROWS

⊖ — ANIMAL HANDLING

⊖ — INSIGHT

⊖ — MEDICINE

⊖ — PERCEPTION

⊖ — SURVIVAL

**CHARISMA**

◆ — SAVING THROWS

⊖ — DECEPTION

⊖ — INTIMIDATION

⊖ — PERFORMANCE

⊖ — PERSUASION

RACIAL TRAITS

PROFICIENCIES LANGUAGES

LIGHT ARMOUR SIMPLE WEAPONS

MEDIUM ARMOUR MARTIAL WEAPONS

HEAVY ARMOUR SHIELDS

TOOLS & OTHER PROFICIENCIES

**RANGER ARCHETYPE FEATURE** LEVEL 3

**PRIMEVAL AWARENESS** LEVEL 3

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 doesn't reveal the creatures' location or number.

**EXTRA ATTACK** LEVEL 5

You can attack twice, instead of once, whenever you take the Attack action on your turn.

**RANGER ARCHETYPE FEATURE** LEVEL 7

**LAND'S STRIDE** LEVEL 8

Moving through nonmagical difficult terrain costs you no extra movement. You can pass through nonmagical plants without being slowed by them and without taking damage from them. You have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

**HIDE IN PLAIN SIGHT** LEVEL 10

You can spend 1 minute creating camouflage for yourself. You must have access to naturally occurring materials with which to create your camouflage. Once camouflaged, you can try to hide by pressing yourself up against a solid surface that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

**RANGER ARCHETYPE FEATURE** LEVEL 11

**VANISH** LEVEL 14

You can use the Hide action as a bonus action on your turn. You can't be tracked by nonmagical means, unless you choose.

**RANGER ARCHETYPE FEATURE** LEVEL 15

**FERAL SENSES** LEVEL 18

When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it. You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

**FOE SLAYER** LEVEL 20

Once on each of your turns, you can add your Wisdom modifier to the attack roll or the damage roll of an attack you make against one of your favored enemies.



CHARACTER NAME

AGE	HEIGHT	WEIGHT	DISTINGUISHING MARKS
EYES	SKIN	HAIR	SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

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IDEALS

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BONDS

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FLAWS

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BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

Attuned

HEAD \_\_\_\_\_

AMULET \_\_\_\_\_

CLOAK \_\_\_\_\_

ARMOUR \_\_\_\_\_

HANDS/ARMS \_\_\_\_\_

RING \_\_\_\_\_

RING \_\_\_\_\_

BELT \_\_\_\_\_

BOOTS \_\_\_\_\_

CP SP EP GP PP

BACKPACK/STORAGE

MAGIC ITEMS

Attuned

Name \_\_\_\_\_

Name \_\_\_\_\_

Name \_\_\_\_\_

Name \_\_\_\_\_

Name \_\_\_\_\_