

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

SUCCESSSES FAILURES

d10

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

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


LEVEL 1 FAVoured ENEMY

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.

LEVEL 1 NATURAL EXPLORER

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.

LEVEL 2 FIGHTING STYLE

LEVEL 3 PRIMEVAL AWARENESS

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.

LEVEL 5 EXTRA ATTACK

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

LEVEL 8 LAND'S STRIDE

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.

LEVEL 10 HIDE IN PLAIN SIGHT

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.

LEVEL 14 VANISH

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

LEVEL 18 FERAL SENSES

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.

LEVEL 20 Foe SLAYER

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.

Hit Points AC Initiative Speed

STR DEX CON INT WIS CHA

Skills \_\_\_\_\_

Senses \_\_\_\_\_

NAME	ATK BONUS	DAMAGE/TYPE

ADDITIONAL FEATURES & TRAITS

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR SIMPLE WEAPONS

MEDIUM ARMOUR MARTIAL WEAPONS

HEAVY ARMOUR SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES



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

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

HEAD _____	Attuned	<input type="radio"/>
AMULET _____		<input type="radio"/>
CLOAK _____		<input type="radio"/>
ARMOUR _____		<input type="radio"/>
HANDS/ARMS _____		<input type="radio"/>
RING _____		<input type="radio"/>
RING _____		<input type="radio"/>
BELT _____		<input type="radio"/>
BOOTS _____		<input type="radio"/>

CP

SP

EP

GP

PP

BACKPACK/STORAGE

MAGIC ITEMS

Name _____	Attuned	<input type="radio"/>
Name _____	Attuned	<input type="radio"/>
Name _____	Attuned	<input type="radio"/>
Name _____	Attuned	<input type="radio"/>
Name _____	Attuned	<input type="radio"/>