

CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SAVING THROWS

ATHLETICS

SAVING THROWS

ACROBATICS

SLEIGHT OF HAND

STEALTH

SAVING THROWS

SAVING THROWS

ARCANA

HISTORY

INVESTIGATION

NATURE

RELIGION

SAVING THROWS

ANIMAL HANDLING

INSIGHT

MEDICINE

PERCEPTION

SURVIVAL

SAVING THROWS

DECEPTION

INTIMIDATION

PERFORMANCE

PERSUASION

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

1st

6th

14th

Level

Terrain

1st

6th

10th

SPELL ATTACK BONUS

SPELL SAVE DC

SPELLS SLOTS

1st

2nd

3rd

4th

5th

Level

R

SPELLS KNOWN

FAVoured ENEMY

NATURAL EXPLORER

FIGHTING STYLE

RANGER

RANGER ARCHETYPE

PRIMEVAL AWARENESS

EXTRA ATTACK

LAND'S STRIDE

HIDE IN PLAIN SIGHT

VANISH

FERAL SENSES

FOE SLAYER

LEVEL 3

LEVEL 5

LEVEL 8

LEVEL 10

LEVEL 14

LEVEL 18

LEVEL 20

Hit Points

AC

Initiative

Speed

STR

DEX

CON

INT

WIS

CHA

Skills

Senses

NAME

ATK BONUS

DAMAGE/TYPE

ADDITIONAL FEATURES & TRAITS

PROFICIENCIES

LANGUAGES

TOOLS & OTHER PROFICIENCIES

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SAVING THROWS

ATHLETICS

SAVING THROWS

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SPELL ATTACK BONUS

SPELL SAVE DC

SPELLS SLOTS

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2nd

3rd

4th

5th

Level

R

SPELLS KNOWN

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.

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.

FIGHTING STYLE

RANGER

RANGER ARCHETYPE

PRIMEVAL AWARENESS

EXTRA ATTACK

LAND'S STRIDE

HIDE IN PLAIN SIGHT

VANISH

FERAL SENSES

FOE SLAYER

LEVEL 3

LEVEL 5

LEVEL 8

LEVEL 10

LEVEL 14

LEVEL 18

LEVEL 20

Hit Points

AC

Initiative

Speed

STR

DEX

CON

INT

WIS

CHA

Skills

Senses

NAME

ATK BONUS

DAMAGE/TYPE

ADDITIONAL FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

DISTINGUISHING MARKS

EYES

SKIN

HAIR

SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

Attuned

HEAD

AMULET

CLOAK

ARMOUR

HANDS/ARMS

RING

RING

BELT

BOOTS

CP

SP

EP

GP

PP

MAGIC ITEMS

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

BACKPACK/STORAGE