CHARACTER NAME

RACE | BACKGROUND

ALIGNMENT | EXPERIENCE POINTS

Ranger

Beastmaster

RANGER ARCHETYPE

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used | Total

d10

DEATH SAVES

SUCCESSES

FAILURES

NAME	ATK BONUS	DAMAGE/TYPE

FAVOURED ENEMY

Level	Enemy
1st	
6th	
14th	

FAVOURED TERRAIN

Level	Terrain
1st	
6th	
10th	

SPELL ATTACK BONUS

SPELL SAVE DC

SPELL SLOTS

1st	2nd	3rd	4th	5th

SPELLS KNOWN

Level | R

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

LIGHT ARMOUR | SIMPLE WEAPONS

MEDIUM ARMOUR | MARTIAL WEAPONS

HEAVY ARMOUR | SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

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

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.

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.

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.

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.

COMPANION NAME

Hit Points | AC | Initiative | Speed

STR | DEX | CON | INT | WIS | CHA

Skills

Senses

NAME	ATK BONUS	DAMAGE/TYPE

ADDITIONAL FEATURES & TRAITS