

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 SUCCESSES FAILURES

d10

NAME	ATK BONUS	DAMAGE/TYPE

FAVOURLED ENEMY BONUS DAMAGE

Level Enemy

1st

6th

SPELL ATTACK BONUS SPELL SAVE DC SPELLS SLOTS

1st 2nd 3rd 4th 5th

Level (R) SPELLS KNOWN

FAVOURLED 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

- You ignore difficult terrain.
- You have advantage on initiative rolls.
- On your first turn during combat, you have advantage on attack rolls against creatures that have not yet acted.
- 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.

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

PRIMEVAL AWARENESS LEVEL 3

You can communicate simple ideas to a beast as an action, and can read its basic mood and intent. You cannot use this ability against a creature that you have attacked in the past 10 minutes.

By spending 1 minute in concentration, you can sense any of your favored enemies within 5 miles of you. This reveals which of your favored enemies are present, their numbers, and their general direction and distance from you. If there are multiple groups of your favored enemies within range, you learn this information for each group.

GREATER FAVOURLED ENEMY LEVEL 6

You have advantage on saving throws against the spells and abilities used by a greater favored enemy.

FLEET OF FOOT LEVEL 8

you can use the Dash action as a bonus action on your turn.

HIDE IN PLAIN SIGHT LEVEL 10

When you attempt to hide on your turn, you can opt to not move on that turn. Creatures that attempt to detect you take a -10 penalty to their Wisdom (Perception) checks until the start of your next turn. You lose this benefit if you move or fall prone. You are still automatically detected if any effect or action causes you to no longer be hidden. If you are still hidden on your next turn, you can continue to remain motionless and gain this benefit until you are detected.

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.

Hit Points AC Initiative Speed

STR DEX CON INT WIS CHA

Skills

Senses

NAME ATK BONUS DAMAGE/TYPE

ADDITIONAL FEATURES & TRAITS