

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 SAVED

NAME

ATK BONUS

DAMAGE/TYPE

FAVOURER ENEMY

BONUS DAMAGE

SPELL ATTACK BONUS

SPELL SAVE DC

SPELLS SLOTS

SPELLS KNOWN

FAVOURER ENEMY

NATURAL EXPLORER

FIGHTING STYLE

LEVEL 3

PRIMEVAL AWARENESS

LEVEL 6

GREATER FAVOURER ENEMY

LEVEL 8

FLEET OF FOOT

LEVEL 10

HIDE IN PLAIN SIGHT

LEVEL 14

VANISH

LEVEL 18

FERAL SENSES

LEVEL 20

FOE SLAYER

RACIAL TRAITS

PROFICIENCIES

LANGUAGES

TOOLS & OTHER PROFICIENCIES

HIT POINTS

AC

INITIATIVE

SPEED

STR

DEX

CON

INT

WIS

CHA

Skills

Senses

NAME

ATK BONUS

DAMAGE/TYPE

ADDITIONAL FEATURES & TRAITS

# RANGER

## RANGER ARCHETYPE

LEVEL 3

### PRIMEVAL AWARENESS

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.

LEVEL 6

### GREATER FAVOURER ENEMY

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

LEVEL 8

### FLEET OF FOOT

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

LEVEL 10

### HIDE IN PLAIN SIGHT

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.

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.



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

Name

Name

Name

Name

BACKPACK/STORAGE