RANGER

CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

RANGER ARCHETYPE

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

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

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

SPELLS SLOTS

1st	2nd	3rd	4th	5th

SPELLS KNOWN

Level (R)

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

RANGER ARCHETYPE FEATURE — LEVEL 3

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.

RANGER ARCHETYPE FEATURE — LEVEL 7

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.

RANGER ARCHETYPE FEATURE — LEVEL 11

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.

RANGER ARCHETYPE FEATURE — LEVEL 15

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.