



Character name \_\_\_\_\_  
Player name \_\_\_\_\_

Level \_\_\_\_\_ XP \_\_\_\_\_  
Race \_\_\_\_\_ Alignment \_\_\_\_\_

<div>STRENGTH</div>	<div>○</div> — SAVING THROW
	<div>○ ○</div> — ATHLETICS
<div>DEXTERITY</div>	<div>○</div> — SAVING THROW
	<div>○ ○ ○</div> — ACROBATICS
	<div>○ ○ ○</div> — SLEIGHT OF HAND
	<div>○ ○ ○</div> — STEALTH
<div>CONSTITUTION</div>	<div>○</div> — SAVING THROW
<div>INTELLIGENCE</div>	<div>○</div> — SAVING THROW
	<div>○ ○ ○</div> — ARCANA
	<div>○ ○ ○</div> — HISTORY
	<div>○ ○ ○</div> — INVESTIGATION
	<div>○ ○ ○</div> — NATURE
	<div>○ ○ ○</div> — RELIGION
<div>WISDOM</div>	<div>○</div> — SAVING THROW
	<div>○ ○ ○</div> — ANIMAL HANDLING
	<div>○ ○ ○</div> — INSIGHT
	<div>○ ○ ○</div> — MEDICINE
	<div>○ ○ ○</div> — PERCEPTION
	<div>○ ○ ○</div> — SURVIVAL
<div>CHARISMA</div>	<div>○</div> — SAVING THROW
	<div>○ ○ ○</div> — DECEPTION
	<div>○ ○ ○</div> — INTIMIDATION
	<div>○ ○ ○</div> — PERFORMANCE
	<div>○ ○ ○</div> — PERSUASION
Proficiency Bonus _____ Passive Perception _____	

#### Armor, Weapon & Tool Proficiencies

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#### Known Languages

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#### Features & Other

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Currency	Amount
Currency	Amount
Currency	Amount
Currency	Amount
Currency	Amount

AC	CONDITIONS
INITIATIVE	Maximum _____ Temporary _____
SPEED	HIT POINTS

#### HIT DICE

You can spend one or more hit dice at the end of a short rest. Roll each die and add your CON modifier. You regain HP equal to the total. Regain hit dice up to half your max. hit dice (min. of 1) after a long rest.

Die size	Max. dice	Dice left
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#### DEATH SAVING THROWS

If you start your turn with 0 HP, roll a d20. If the roll is 10 or higher, mark off 1 success, otherwise, mark off 1 failure. 3 success and you become stable, 3 failures and you die. Rolling a 1 counts as 2 failures. If you roll a 20, you regain 1 HP and regain consciousness. If you take damage while at 0 HP, mark off 1 failure. If you suffer a critical hit, mark off 2 failures. If the damage exceeds your max. HP, you suffer instant death.

Successes	○ ○ ○	Failures	○ ○ ○
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Weapon	Range
To hit	Damage

Weapon	Range
To hit	Damage

Weapon	Range
To hit	Damage

Ammunition	Count
Ammunition	Count
Number of attacks per attack action	○ ○ ○ ○ ○

#### Currently Equipped

Item	Count
Item	Count
Item	Count

#### FAVORED ENEMY @ Level 1, 6 and 14

Select one favored enemy at level 1, and an additional favored enemy at levels 6 and 14. You have adv. on WIS (Survival) to track, and on INT checks to recall information about your favored enemies. You also learn a language spoken by your favored enemy, if any.

Level 1 favored enemy
Level 6 favored enemy
Level 14 favored enemy

#### NATURAL EXPLORER @ Level 1, 6 and 10

You double your prof. if trained in skill for INT or WIS checks related to favored terrain. After being in favored terrain for one hour or more: difficult terrain does not slow your party down, you can't become lost except by magical means, you always remain alert to danger, you can move stealthily at normal pace if alone, you gather twice as much food when foraging, you get to know number of creatures you are tracking as well as their size and how long ago they passed through the area

Level 1 terrain
Level 6 terrain
Level 10 terrain

#### FIGHTING STYLE @ Level 1 and 10

Select one Fighting Style at level 1 and another at level 10.

##### ○ Archery

You gain a +2 bonus to attacks you make with ranged weapons.

##### ○ Defense

While wearing armor, you gain a +1 bonus to AC.

##### ○ Dueling

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

##### ○ Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

#### SPELLCASTING @ Level 2

Regain all expended spell slots after a **long rest**.

Spell attack	Spell DC	Spells known
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#### PRIMEVAL AWARENESS @ Level 3

You can use a ranger spell slot to sense aberrations, celestials, dragons, elementals, fey, fiends or undead within 1 mile (6 if in favored terrain). Lasts 1 min per level of the spell slot used. Does not reveal creature's location or number.

#### RANGER'S COMPANION @ Level 3

Choose a beast that is no larger than medium and that has a challenge rating of 1/4 or lower. Add your prof. to the beast's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in. Its max. HP equals its normal maximum or 4 x your ranger level, whichever is higher.

The beast obeys your commands as best as it can. It takes its turn on your initiative. It doesn't take an action unless you command it to. On your turn as a free action, you can verbally command the beast where to move. You can use your action to verbally command it to take the attack, dash, disengage, dodge, or help action. Once you have the Extra Attack feature, you can make one weapon attack yourself when you command the beast to take the attack action.

While traveling through your favored terrain with only the beast, you can move stealthily at a normal pace.

If the beast dies, you can obtain another one by spending 8 hours magically bonding with another beast that isn't hostile to you.

#### EXCEPTIONAL TRAINING @ Level 7

On a turn when your beast doesn't attack, you can use your bonus action to command it to take the dash, disengage, dodge or help action.

#### LAND'S STRIDE @ Level 8

Moving through nonmagical difficult terrain does not cost extra movement nor do nonmagical plants slow you down and you take no damage from them. You have adv. on saving throws vs. plants that are magically created or manipulated to impede or slow movement.

#### HIDE IN PLAIN SIGHT @ Level 10

You can spend 1 min to create a natural camouflage to add 10 to DEX (Stealth) checks while standing still, pressed up against a solid surface.

#### BESTIAL FURY @ Level 11

Your beast can make two attacks when you command it to use the attack action.

#### VANISH @ Level 14

You hide as a bonus action. You can't be tracked by nonmagical means.

#### SHARE SPELLS @ Level 15

When you cast a spell targeting yourself, you can also affect your beast with the spell if it's within 30 ft. of you.

#### FERAL SENSES @ Level 18

The inability to see an enemy does not give disadv. on your attacks. You are aware of invisible creatures within 30 ft. provided that they are not hidden and you are not blinded or deafened.

#### FOE SLAYER @ Level 20

Add your WIS modifier to attack or damage rolls vs. your favored enemy.

Notes

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