



AC	CONDITIONS
INITIATIVE	<div>Maximum</div> <div>Temporary</div>
SPEED	HIT POINTS

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
4	1	1
6	2	2
8	3	3
10	4	4
12	5	5
14	6	6
16	7	7
18	8	8
20	9	9
24	12	12
30	15	15
36	18	18
48	24	24
60	30	30
72	36	36
96	48	48
120	60	60

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	

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

[illegible]

Choose a type of favored enemy: beasts, Fey, humanoids, monstrosities or undead. You gain a +2 bonus to damage rolls with weapon attacks against your favored enemy. You also have advantage on Wisdom (Survival) checks to track your favored enemy, as well as on Intelligence checks to recall information about them. You also learn an additional language, typically associated with the language spoken by your favored enemy.

Favored enemy	
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You ignore difficult terrain, have adv. on initiative rolls and adv. on attacks against creatures who have not yet acted. When traveling for an hour or more, difficult terrain does not slow your party down, you cannot 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, and you get to know the number of creatures you are tracking as well as their size and how long ago they passed through the area.

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

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

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

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.

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

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

Spell attack	Spell DC	Spells known
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As an action, using sounds and gestures you can communicate simple ideas to a beast, you can read a beast's mood and intent, emotional state, short-term needs, you learn if it has been affected by magic and you learn any actions you can take to persuade it not to attack. You can't use this ability against a creature you have attacked within the past 10 min. Additionally if you spend 1 min. concentrating, you can detect if any favored enemy is present within 5 miles. This reveals which favored enemy is present, their numbers, and the creatures' general direction and distance from you in miles. You learn this information for all groups of favored enemies within range.

Choose a type of Greater Favored Enemy: aberrations, celestial, constructs, dragons, elementals, fiends or giants. Against your Greater Favored Enemy, you gain all normal benefits for Favored Enemy. Bonus damage against favored enemies increases to +4. You have adv. on saves against spells and abilities used by greater favored enemy.

Greater favored enemy	
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You can use dash action as a bonus action.

When you hide on your turn, if you do not move, creatures get -10 penalty to Wis (Perception) to spot you until the start of your next turn. You lose this benefit if you move or fall prone, either voluntarily or because of an external effect. You are automatically detected if an action or effect causes you to no longer be hidden. If you are still hidden on your next turn, you may remain motionless to keep this benefit.

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

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.

Once per turn, you can add your WIS modifier to an attack roll or damage roll. You can do so after the roll, but before the outcome is announced.

Notes

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slight shadow on its right side, suggesting it's resting on a surface.