

CHARACTER NAME

CLASS & LEVEL

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

☐ — SAVING THROW
☐ — ATHLETICS

DEXTERITY

☐ — SAVING THROW
☐ — ACROBATICS
☐ — SLEIGHT OF HAND
☐ — STEALTH

CONSTITUTION

☐ — SAVING THROW

INTELLIGENCE

☐ — SAVING THROW
☐ — ARCANA
☐ — HISTORY
☐ — INVESTIGATION
☐ — NATURE
☐ — RELIGION

WISDOM

☐ — SAVING THROW
☐ — ANIMAL HANDLING
☐ — INSIGHT
☐ — MEDICINE
☐ — PERCEPTION
☐ — SURVIVAL

CHARISMA

☐ — SAVING THROW
☐ — DECEPTION
☐ — INTIMIDATION
☐ — PERFORMANCE
☐ — PERSUASION

PROFICIENCY BONUS

PASSIVE WISDOM (PERCEPTION)

BOONS

AC

CONDITIONS

INITIATIVE

MAX.

TEMP.

HIT DICE

SPEED

HIT POINTS

SUCCESS

FAILURES

DEATH

ATTACKS PER ACTION

WEAPON

RANGE

TO HIT

DAMAGE

TYPE

AMMUNITION

COUNT

EQUIPMENT

KEY ITEMS

COUNT

CURRENCY TYPE

AMOUNT

PROFICIENCIES

Ardor & Weapons

Languages

Tools

FEATURES & OTHER ABILITIES

DEFT EXPLORER – LVL 1/6/10

Canny (1st)

Choose one of your skill proficiencies and add double your proficiency to checks using that skill. In addition, gain two languages of your choice.

Roving (6th)

Speed increases by 5, gain climb and swim speed equal walk

Tireless (10th)

Action, give yourself Temp HP equal to 1d10 + your Wis Mod. Uses = PB, regain all on a long rest. When you finish a Short rest, your exhaustion level, is decreased by 1.

FAVORED FOE – LVL 1/6/1

When hit mark target for 1 minute (Concentration). Once per turn deal additional 1d4 damage. Uses = PB, Regain all on a long rest. Extra damage: 1d6 at 6th and 1d8 at 14th

SPELLCASTING - LVL 2

Spell Attack Modifier

Spell Save DC

Spells Known

Cantrips Known

SPELL VERSATILITY – LVL 2

Once per long rest, replace one spell known with one of same level. You learn two Cantrips from the Druid list.

FIGHTING STYLE - LVL 2

PRIMAL AWARENESS – LVL 3

You can cast each of these spells once without expending a spell slot. Once per long rest.

Ranger Level	Spell
3rd	Speak With Animals
5th	Beast Sense
9th	Speak With Plants
13th	Locate Creature
17th	Commune With Nature

LAND'S STRIDE – LVL 8

Moving thru nonmagical difficult terrain does not cost extra movement. Nonmagical plants don't slow you down or damage you. Adv. On saves vs. plants that are magical.

NATURE'S VEIL– LVL 10

Bonus action to become invisible, until the start of your next turn. PB per long rest.

VANISH – LVL 14

Can Hide as a Bonus Action. Can't be tracked by magic.

FERAL SENSES – LVL 18

Inability to see enemy does not give disadv. on attack. Aware of invisible creature within 30ft. provided they are not hidden or you are not blind or deafened.

FOE SLAYER – LVL 20

Add WIS to attack or damage against favored enemy.

RANGER ARCHETYPE