



2024 / Character Sheet / Ranger / DNDDen.com

CHARACTER NAME / ALIAS

SPECIES

BACKGROUND

SUBCLASS (CHOOSE AT RANGER 3)

RANGER LV.

TOTAL LV.

PLAYER

XP / MILESTONE

STR

SCORE MOD

☐ SAVE

DEX

SCORE MOD

☐ SAVE

CON

SCORE MOD

☐ SAVE

INT

SCORE MOD

☐ SAVE

WIS

SCORE MOD

☐ SAVE

CHA

SCORE MOD

☐ SAVE

Skills & fieldcraft

P E TOTAL

SKILL

- | | | | | |
|--------------------------|--------------------------|-------|-----------------|-----|
| ☐ | ☐ | _____ | Acrobatics | DEX |
| ☐ | ☐ | _____ | Animal Handling | WIS |
| ☐ | ☐ | _____ | Arcana | INT |
| ☐ | ☐ | _____ | Athletics | STR |
| ☐ | ☐ | _____ | Deception | CHA |
| ☐ | ☐ | _____ | History | INT |
| ☐ | ☐ | _____ | Insight | WIS |
| ☐ | ☐ | _____ | Intimidation | CHA |
| ☐ | ☐ | _____ | Investigation | INT |
| ☐ | ☐ | _____ | Medicine | WIS |
| ☐ | ☐ | _____ | Nature | INT |
| ☐ | ☐ | _____ | Perception | WIS |
| ☐ | ☐ | _____ | Performance | CHA |
| ☐ | ☐ | _____ | Persuasion | CHA |
| ☐ | ☐ | _____ | Religion | INT |
| ☐ | ☐ | _____ | Sleight of Hand | DEX |
| ☐ | ☐ | _____ | Stealth | DEX |
| ☐ | ☐ | _____ | Survival | WIS |

P = proficiency | E = Expertise (2 x PB)

☐ PASSIVE PERCEPTION

Armor, vitality & resolve

AC

INITIATIVE

SPEED

PROF. BONUS

MAX HP

CURRENT HP

TEMP HP

D10 REMAIN

D10 TOTAL

DEATH SAVES

PASS

☐ ☐ ☐

☐

HEROIC INSPIRATION

FAIL

☐ ☐ ☐

Immediately after rolling a die, spend to reroll that die.
You must use the new roll.

Weapons & practiced strikes

NAME

HIT / SAVE

DAMAGE / TYPE

RANGE / MASTERY

Spells: pages 4-5. Mastery choices and Hunter's Mark: page 2.

Languages & tools

The patient hunter

HUNTER'S MARK / FREE CASTS LEFT / MAX

TIRELESS / L/MAX

VEIL / L/MAX

SPELL ATTACK

SPELL SAVE DC

WIS casting: attack = WIS mod + PB; save DC = 8
+ WIS mod + PB.

Free casts, Tireless and Veil uses return on a Long Rest. Unlock levels: page 2.

THE ART OF THE HUNT

Use Ranger level for class features. Short Rest = SR; Long Rest = LR.

Favored Enemy / Lv. 1

Always prepare **Hunter's Mark**, extra to your limit. Free casts appear below; regain all on a **LR**. Slot-free casting is level 1 and still needs Concentration.

Hunter's Mark / Bonus Action / V / 90 ft. Mark a visible creature. On each hit with an attack roll, add **1d6 Force damage**. Advantage on WIS (Perception or Survival) checks to find it. If it drops to 0 HP before the spell ends, use a Bonus Action to move the mark to a new visible creature in range.

Concentration: up to **1 hour**; level 3-4 slot: **8 hours**; level 5+ slot: **24 hours**.

An unerring pursuit

Lv. 13 / Relentless Hunter: damage cannot break your Concentration on Hunter's Mark. Other causes still end it; you still need Concentration.

Lv. 17 / Precise Hunter: Advantage on attack rolls against the creature marked by your Hunter's Mark.

Lv. 20 / Foe Slayer: its damage die becomes **1d10**.

MARKED CREATURE / LOCATION

TIME LEFT / LV.

Weapons & fighting style

Lv. 1 / Weapon Mastery: choose **two weapon kinds** with which you are proficient. Use their mastery properties; change either or both choices after a LR.

WEAPON / MASTERY 1

WEAPON / MASTERY 2

Lv. 2: one Fighting Style feat, **or Druidic Warrior** for 2 Druid cantrips (WIS; Ranger spells). Replace one of these cantrips per Ranger level gained.

FIGHTING STYLE / DRUIDIC WARRIOR

Endurance, concealment & senses

Lv. 5 / Extra Attack: 2 attacks with the Attack action on your turn.

Lv. 10 / Tireless: Magic action for **1d8 + WIS mod Temp HP** (minimum 1). A SR also reduces your Exhaustion by 1.

Lv. 14 / Nature's Veil: Bonus Action; Invisible until the **end of your next turn**. Tireless and Veil each have **WIS mod uses (minimum 1) per LR**. Temp HP do not stack.

Lv. 18 / Feral Senses: Blindsight 30 ft.
Exploration, Expertise and Roving: page 3.

From first trail to master of the wilds

SPELL SLOTS BY LEVEL

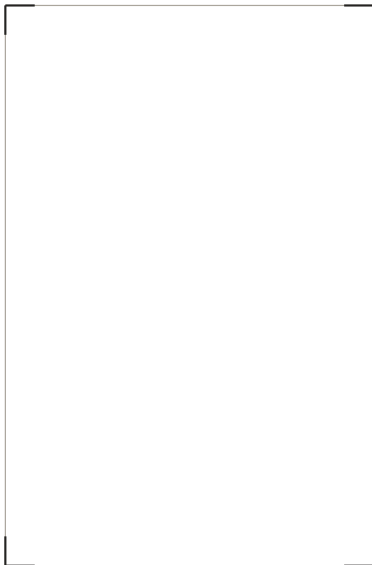
LV.	PB	FE	PREP.	FEATURE / CHOICE	1	2	3	4	5
1	+2	2	2	Spells; Favored Enemy; mastery	2	-	-	-	-
2	+2	2	3	Deft Explorer; Fighting Style	2	-	-	-	-
3	+2	2	4	Subclass	3	-	-	-	-
4	+2	2	5	ASI / eligible feat	3	-	-	-	-
5	+3	3	6	Extra Attack	4	2	-	-	-
6	+3	3	6	Roving	4	2	-	-	-
7	+3	3	7	Subclass feature	4	3	-	-	-
8	+3	3	7	ASI / eligible feat	4	3	-	-	-
9	+4	4	9	Expertise	4	3	2	-	-
10	+4	4	9	Tireless	4	3	2	-	-
11	+4	4	10	Subclass feature	4	3	3	-	-
12	+4	4	10	ASI / eligible feat	4	3	3	-	-
13	+5	5	11	Relentless Hunter	4	3	3	1	-
14	+5	5	11	Nature's Veil	4	3	3	1	-
15	+5	5	12	Subclass feature	4	3	3	2	-
16	+5	5	12	ASI / eligible feat	4	3	3	2	-
17	+6	6	14	Precise Hunter	4	3	3	3	1
18	+6	6	14	Feral Senses	4	3	3	3	1
19	+6	6	15	Epic Boon / eligible feat	4	3	3	3	2
20	+6	6	15	Foe Slayer	4	3	3	3	2

FE = Favored Enemy free casts. PREP. excludes Hunter's Mark and spells always prepared by other Ranger features. Slots assume only Ranger levels; PB uses total character level. Cantrips require another feature.

THE WILD FRONTIER DOSSIER

Your travels, your allies, your story. Fill the fields that apply to your character.

Portrait



CHARACTER PORTRAIT

The wanderer beneath the hood

APPEARANCE / DISTINGUISHING MARKS

PERSONALITY / AMBITION / IDEAL

BOND / FLAW / SECRET

Homeland, companions & unfinished trails

Subclass & chosen talents

Subclass features arrive at Ranger 3, 7, 11 and 15.

LEVEL 3 / FEATURE / USES

LEVEL 7 / FEATURE / USES

LEVEL 11 / FEATURE / USES

LEVEL 15 / FEATURE / USES

Feats, origins & resources

CONDITIONS / ONGOING EFFECTS

Trailcraft & expertise

Lv. 2 / Deft Explorer: Expertise in one proficient skill and two additional languages. At **Lv. 9:** Expertise in two more proficient skills. Choose skills without Expertise; double PB on their checks.

LV. 2 / EXPERTISE SKILL

LV. 9 / EXPERTISE 1

LV. 9 / EXPERTISE 2

DEFT EXPLORER / TWO LANGUAGES

Lv. 6 / Roving: +10 ft. Speed with no Heavy armor. Also gain Climb and Swim Speeds equal to your Speed.

Gear, coin & spoils

CP

SP

EP

GP

PP

ATTUNED MAGIC ITEMS (DEFAULT LIMIT: 3)

WIND, ROOTS & WILD MAGIC

Record spell sources and casting restrictions. Continue your repertoire on page 5.

Spell slots / remaining and maximum

1	/	2	/	3	/	4	/	5	/
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Regain all expended slots after a Long Rest. Use multiclass slot totals when applicable.

Prepare the day's magic

Spellcasting from Lv. 1: start with 2 prepared level 1 Ranger spells. Use page 2 for your limit and available spell levels. After a **Long Rest**, replace **one** prepared spell. Hunter's Mark and other always-prepared feature spells are additional.

Spend only **one spell slot to cast a spell per turn**. A prepared Ritual adds 10 minutes and uses no slot. A **Druidic Focus** replaces only Material components with no listed cost that are not consumed. Druidic Warrior cantrips use WIS.

PREPARED / LIMIT	CONCENTRATION / SPELL / TIME LEFT	CON SAVE / BONUS
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Cantrips / Druidic Warrior or other source

CANTRIP / SOURCE	TIME	RANGE	DURATION / C	SAVE / EFFECT / V, S, M

Prepared & always-prepared spells / level 1+

P = prepared; *A* = always prepared. Add *R* in Time for Ritual; *C* in Duration for Concentration.

THE CONTINUING TRAIL JOURNAL

Spell record continued. Print extra copies of this page for additional spells.

Prepared & always-prepared spells / continued

P = prepared | *A* = always prepared | *R* = Ritual in Time | *C* = Concentration in Duration

Rare materials & charges

Keep the magic alive

Concentration: ends when you begin casting another Concentration spell or activate another Concentration effect; also if Incapacitated or dead. End freely (no action). Damage: CON save, DC 10 or half damage rounded down, whichever is higher (max 30). At **Ranger 13**, damage cannot break **Hunter's Mark**. Rituals and other casts of 1 minute or more require Concentration while casting.

Begin your path

First class: Ranger. DEX and WIS primary; D10 Hit Point Die; STR and DEX saves. Simple and Martial weapons, Light and Medium armor, Shields. Choose **3 skills**: Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth or Survival.

Starting gear: 150 GP, or Studded Leather Armor, Scimitar, Shortsword, Longbow, 20 Arrows, Quiver, Druidic Focus (mistletoe), Explorer's Pack and 7 GP. Background gear is separate. Level 1 HP: 10 + CON mod; later Ranger levels: 1d10 (or 6) + CON mod, minimum 1.

Multiclass entry: DEX 13+ and WIS 13+, plus other classes' prerequisites. Gain D10, Martial weapons, one Ranger skill, Light and Medium armor, Shields, and level 1 features. No automatic saves or starting gear. For combined Spellcasting slots, count **half Ranger levels, rounded up**; prepare spells separately by class.

Manual fields. Use only features granted by your chosen subclass. Rules: SRD 5.2.1, Ranger pp. 57-59; Hunter's Mark p. 141; spellcasting pp. 104-106; Concentration p. 179. Print extra spell pages as needed.