

ARMOR		ARMOR CLASS (AC) Calculations						
☐ NO ARMOR	DEX	+	10	MAGIC	+	MISC.	=	AC
☐ LIGHT ARMOR	DEX	+	ARMOR	MAGIC	+	MISC.	=	AC
☐ MEDIUM ARMOR	DEX	+	ARMOR	MAGIC	+	MISC.	=	AC
	+2 MAX							
☐ HEAVY ARMOR			ARMOR	MAGIC	+	MISC.	=	AC
☐ SHIELD (add to AC)	SHIELD	+	MAGIC	+	MISC.	=	+AC	
	+2							

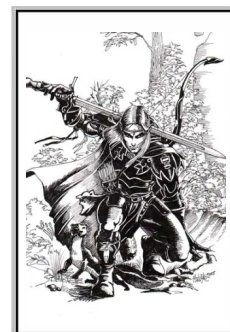
CHARACTER NAME

Height		Weight	
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Eyes		Hair	
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Skin		Handedness	
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Physical Description



CHARACTER SKETCH

Languages	
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Race

	Ability Adj.
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Traits	
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Proficiencies

Racial Lang's

Background

Proficiencies

Equipment

Bkgnd Lang's

Personality

Ideals

Bonds

Flaws

Feature

Magic Item: ☐ Attuned

Magic Item: ☐ Attuned

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☐ SHIELD (add to AC)	SHIELD	+	MAGIC	+	MISC.	=	+AC	
	+2							

Other Equipment

[illegible]

CARRYING CAPACITY x2

**PUSH, DRAG,
or LIFT**

TOTAL WEIGHT
CARRIED

Lifestyle	Expenses/Day
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Treasure CP_____ SP_____ EP_____ GP_____ PP_____

Magic Item: ☐ Attuned

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Character Background ^{and} or Notes Overflow

CHARACTER NAME

#

RANGER

Level: _____ **Archetype:** _____

CHARACTER NAME _____ # _____

CHARACTER NAME



Favored Terrain

Fighting Style

- ### Spell Slots and Castings

1st	2nd	3rd	4th	5th
○ ○ ○ ○	○ ○ ○	○ ○ ○	○ ○ ○	○ ○

LEGEND: WIS = Wisdom Modifier, P.B. = Proficiency Bonus, MISC. = Miscellaneous or Magical Modifier, LVL = Ranger's Level



Regain spell slots after a long rest. See page 209 in the Player's Handbook for the Ranger's Spell List.

[illegible]

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