

Lvl 1 Spells

Cure Wounds Casting Time:

1 action Range: Touch

Components: V, S Duration:

Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

Hunter's Mark

Casting Time: 1 bonus

action Range: 90 feet

Components: V Duration:

Concentra-

tion, up to 1 hour

Detect Casting Time: Magic 1 action

> Range: Self Components:

V, S Duration: Concentration, up to 10 minutes

You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature. At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for

up to 24 hours.

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.



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Lvl 1 Spells (cont)

Fog Cloud Casting Time: 1 action Range: 120 feet

Components: V, S
Duration: Concentra-

tion, up to 1 hour

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

Lvl 2 Spells

Pass Without Trace Casting Time: 1 action Range: Self Components: V, S, M (ashes from a burned leaf of mistletoe and a sprig of spruce) Duration: Concentration, up to 1 hour A veil of shadows and silence radiates from you, masking you and your companions from detection. For the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.

Darkvision

Silence

Casting Time: 1 action Range: Touch Components: V, S, M (either a pinch of dried carrot or an agate) Duration:

You touch a willing creature to grant it the ability to see in the dark. For the duration, that creature has darkvision out to a range of 60 feet.

8 hours

Casting Time: 1 action Range: 120 feet Components: V, S Duration: Concentration, up to 10 minutes

For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

Lvl 3 Spells

Flame Arrows Casting Time: 1 action Range: Touch Components: V, S Duration: Concentration, You touch a quiver containing arrows or bolts. When a target is hit by a ranged weapon attack using a piece of ammunition drawn from the quiver, the target takes an extra 1d6 fire damage. The spell's magic ends on the piece of ammunition when it hits or misses, and the spell ends when twelve pieces of ammunition have been drawn from the quiver. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the number of pieces of ammunition you can affect with this spell increases by two for each slot level above 3rd.



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up to 1 hour

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Lvl 3 Spells (cont)

Flame Stride (UA)

Casting Time: 1 bonus action Range: Self Components: V, S Duration: Concentration, up to 1 minute

The billowing flames of a dragon cover your feet, granting you explosive speed. For the duration, your speed increases by 20 feet and moving doesn't provoke opportunity attacks. When you move within 5 feet of a creature or object that isn't being worn or carried, it takes 1d6 fire damage from your trail of heat. A creature or object can take this damage only once during a turn. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, increase your speed by 5 feet for each spell slot level above 3rd. Additionally, the spell deals an additional 1d6 fire damage for each slot level above 3rd.

Revivify

Casting Time: 1 action Range: Touch Components: V, S, M (diamonds worth 300 gp, which the spell consumes) Duration:

Instantaneous

You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

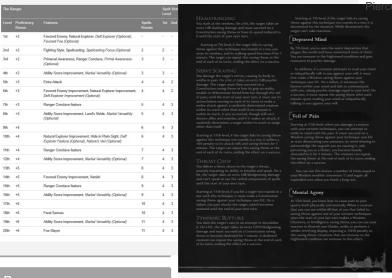
Increase your

Ranger

Subclass pt 2

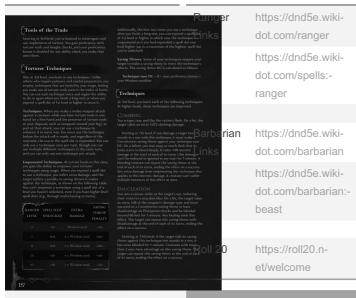
FEATS (cont)

FEATS (cont)



Strength or Dexterity by 1, to a maximum of 20. Once per turn, when you hit a creature with an attack that deals piercing damage, you can reroll one of the attack's damage dice, and you must use the new roll. When you score a critical hit that deals piercing damage to a creature, you can roll one additional damage die when determining the extra piercing damage the

target takes.



FEATS

Sentinel

When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn. Creatures provoke opportunity attacks from you even if they take the Disengage action before leaving your reach. When a creature within 5 feet of you makes an attack against a target other than you (and that target doesn't have this feat), you can use your reaction to make a melee weapon attack against the attacking creature.

Devil's Luck You have inexplicable luck that seems to kick in at just the right moment. You have 1 luck point. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw. You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours. If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled. You regain your expended luck points when you finish a long rest.



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FEATS (cont)

Alert Always on the lookout for danger, you gain the following benefits: You gain a +5 bonus to initiative. You can't be surprised while you are conscious. Other creatures don't gain advantage on attack rolls against you as a result of being unseen by you.

Weapon details

+3 1d6 force dmg magical weapon

+5 AC base +10 AC on reaction, Bonus attack if attacker misses, can transform into 2 handed form and retain +5 ac for remainder of turn

Ranger Features

Ranger Features (cont)

Deft C Explorer (p d

Canny (1st LvI)
(perception) Your
proficiency bonus is
doubled for any
ability check you
make using the
chosen skill. You can
also speak, read, and
write 2 additional
languages of your
choice.

Roving (6th LvI) Your walking speed increases by 5, and you gain a climbing speed and a swimming speed equal to your walking speed.

Tireless (10th LvI) As an action, you can give yourself a number of temporary hit points equal to 1d8 + your Wisdom modifier (minimum of 1 temporary hit point). You can use this action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. In addition, whenever you finish a short rest, your exhaustion level, if any, is decreased by

Ranger Features (cont)

Land's Stride (Lvl 8) moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the Entangle spell.

Ranger Features (cont)

Nature's Veil (Lvl 10) You draw on the powers of nature to hide yourself from view briefly. As a bonus action, you can magically become invisible, along with any equipment you are wearing or carrying, until the start of your next turn. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Vanish (Lvl 14) you can use the Hide action as a bonus action on your turn.
Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Favored Enemy

(beasts, monstrosities) You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.



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Ranger Features (cont)

Feral Senses (Lvl 18)

you gain preternatural senses that help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it. You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

Foe Slayer (LvI 20) Once on each of your turns, you can add your Wisdom modifier to the attack roll or the damage roll of an attack you make against one of your favored enemies. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

Barbarian

Primal Path. Primal Knowledge (Opti Extra Attack, Fast Movemen Ability Score Improvement Path feature, Primal Kr. Persistent Rage

Barbarian Features

Hit Dice: 1d12 per barbarian level Hit Points at 1st Level: 12 + your Constitution m Hit Points at Higher Levels: 1d12 (or 7) + your

Brutal Critical (3 dice)

Barbarian Subclass: Beast

Barbarian features (cont)

At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Barbarian features (cont)

Reckless Attack

Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Primal Knowledge (Optional)

When you reach 3rd level and again at 10th level, you gain proficiency in one skill of your choice from the list of skills available to barbarians at 1st level.

Barbarian Subclass: Beas

can also after your form to help you adapt to your effs, which lasts until you finish a short or long rest

Barbarian Subclass: Beast

Barbarian features

Unarmored While you are not
Defense wearing any
armor, your armor
class equals 10 +
your Dexterity
modifier + your
Constitution
modifier. You can
use a shield and
still gain this
benefit.



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Barbarian features (cont)		Barbarian features (cont)		Barbarian features (cont)		Barbarian features (cont)	
Fast Movement Feral	Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor. By 7th level, your	Brutal Critical	Beginning at 9th level, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee	Relentless Rage	Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.	Indomi- table Might	Beginning at 18th level, if your total for a Strength check is less than your Strength score, you can use that score in place
Instinct	instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.		hit with a melee attack. This increases to two additional dice at 13th level and three additional dice at 17th level.			Primal Champion	that score in place of the total. At 20th level, you embody the power of the wilds. Your Strength and Constitution scores increase by 4. Your maximum for those scores is now 24.
			Persistent Rage	Beginning at 15th level, your rage is so fierce that it ends early only if you fall unconscious or if you choose to end it.			



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