

NAME
Silver Folk
KIN

RANGER

DESCRIPTION

LEVEL

2

● STRENGTH ○ DEXTERITY

ONE UNIQUE THING

ABILITY SCORES

HIT POINTS & RECOVERIES

ARMOR CLASS

SCORE 19 +4 MODIFIER	SCORE 12 +1 MODIFIER	SCORE 16 +3 MODIFIER	SCORE 15 +2 MODIFIER	SCORE 10 +0 MODIFIER	SCORE 13 +1 MODIFIER
STRENGTH	DEXTERITY	CONSTITUTION	WISDOM	INTELLIGENCE	CHARISMA

PHYSICAL DEFENSE

MENTAL DEFENSE

20 STAGGERED 40 MAX HP -20 DEAD

9 MAX RECOVERIES

RECOVERIES

CASTER, HUNTER, WARRIOR

Ranger talents are divided into three categories: Caster, Hunter, and Warrior. If your character has at least one talent in a category, they obtain the appropriate special benefit below.

Quick **Lethal Hunter** HH138
Use when escalation die is 1+, before making an attack on your turn (but not a *double ranged/melee attack*). Hit or miss, do extra **+11** damage.

Quick **Skirmisher** HH140
Take a second *skirmisher turn* this round, at half your initiative, rounding down. You get a standard action and a move action in your *skirmisher turn*.

DEFENSES & INITIATIVE

BASIC MELEE ATTACK

18 ARMOR CLASS

16 PHYSICAL DEFENSE

13 MENTAL DEFENSE

+5 INITIATIVE

Longsword
WEAPON
Even: 2d8+8 Odd: 2d8+4/17/13 / 2
HIT DAMAGE AVG MISS

+6 VS AC

BASIC RANGED ATTACK

Longbow
WEAPON
2d8+1
HIT DAMAGE AVG MISS

+3 +3 VS AC NEAR-FAR

CURRENT HP

TEMP HP

AVERAGE 14
2d10+3
RECOVERY DICE

ONGOING DAMAGE TYPE SAVE

CONDITIONS & OTHER EFFECTS SAVE

CONDITIONS & OTHER EFFECTS SAVE

FEATURES, TALENTS, & SPELLS

Free **Devious Strike** When an ally's melee attack misses a foe you are engaged with, you can make a no-trigger melee attack with a +4 bonus against them. If you hit, you gain a +2 bonus to all defences until an enemy misses you. HH35

Animal Companion You have a loyal animal companion that fights alongside you, see page 3. HH142

Companions in battle: If your natural initiative roll is even your companion begins combat next to you or at a random nearby position. If your natural initiative roll is odd you must Call Them In (see page 3 of your character sheet for this power)

Hit point threshold: Unlike most creatures animal companions do not have a hit point pool. Instead you track damage and conditions taken by your companion until it takes damage equal to or greater than its hit point threshold, at which point it is driven off. You can use a potion to heal a companion but you must spend the recovery and it only removes damage dealt toward their current threshold.

Calling into play: Once per turn you can attempt to call your companion into the fight or call them back if they have been driven off by taking damage up to their hit point threshold.

Companion Actions: You don't have to spend actions to control your companion, instead it takes its own actions immediately after you. Companions have a standard, move, quick, and interrupt action each round and can intercept and make opportunity attacks. It cannot delay or ready an action, but if you delay it will drop down in initiative to continue to act just after you. On its turn a companion will either stay close and guard you (preparing to intercept enemies moving to attack you), move and attack a creature that is attacking you, move and attack the nearest enemy, or use its special attack. If using its special attack the companion can move and target freely.

Rules: Companions add the ESC DIE to attacks and count as allies, other than for spell targeting.

During your turn: one each of **standard** > **move** > **quick**, and any number of **free** actions. Between your turns: one **interrupt** action.

changes/refresh at new level changes at new level or with incremental advance refresh at new arc refresh at end of battle

BACKGROUNDS

BACKGROUND BONUS

SKILL CHECK = **2** (LEVEL) + ABILITY MODIFIER + BACKGROUND

ICON RELATIONSHIPS

#D6	+ / ± / - *	ICON	5+	USED
			☐	☐
			☐	☐
			☐	☐

* + positive, ± conflicted, or - negative relationship.

MORE FEATURES, TALENTS, & SPELLS			
ACTION	NAME	TRIGGER/TARGET/EFFECT	PAGE #
Std	Assist	Give a nearby ally a +2 on an upcoming attack, save, or check during combat.	HH298
Move	Disengage	Roll <i>disengage check</i> (11+, +1 per each engaged foe beyond first). On success, move without drawing opportunity attacks. On fail, stay engaged.	HH294
Int	Intercept	While unengaged, move to engage enemy that is moving past you.	HH296
Std	Rally	Spend a recovery to heal. If used, quick action normal save (11+) to use again.	HH298
-	Sword Way	You deal +4 damage with natural even hits with melee weapons as shown in your basic melee attack.	HH140

[illegible][illegible]

MISCELLANEOUS FEATURES

Two-Weapon Fighting: With a one-handed weapon in each hand, a natural 2 on an attack roll hits.

Tracker: Use for you or a nearby ally to reroll a failed wilderness survival or knowledge, tracking, navigation, or related skill check. An additional use gives +3 bonus if you can describe something you knew or set up beforehand.

GEAR & NOTES			GOLD
Light Armour ARMOR	13 ARMOR AC	1 +SHIELD	
Longsword MELEE WEAPON	14 =BASE AC	14 RANGED WEAPON	

During your turn: one each of **standard** > **move** > **quick**, and any number of **free** actions. Between your turns: one **interrupt** action.

FEATS		FEATS	
FEATURE	TIER	FEATURE	TIER
Devious Strike	A	Animal Companion (Savage Companion)	A
	A		A

A = adventurer tier (lvl 1-4); C = champion tier (lvl 5-7); E = epic tier (lvl 8-10)

◆ INCREMENTAL ADVANCES ◆

△ GAIN NEXT LEVEL FEAT △ INCREASE MAX HP TO NEXT LEVEL △ +1 MAGICAL ITEM ATTUNEMENT △ GAIN NEXT LEVEL POWER OR SPELL △ +1 TO SKILL & INITIATIVE CHECKS △ +1 TO PHYSICAL DEFENSE	△ +1 TO 3/4/5 ABILITY SCORES AT LEVEL 3/6/9 △ GAIN 2X/4X ABILITY MULTIPLIERS AT LEVEL 4/7 △ GAIN NEXT LEVEL TALENT AT LEVEL 4/7 △ GAIN NEXT LEVEL LETHAL HUNTER △ +1 TO MENTAL DEFENSE
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RANGER BASE ARMOR			RANGER WEAPON DAMAGE/ATTACK PENALTY					
ARMOR	BASE AC	ATK	WEAPON	1 HAND	2 HANDS	THROWN	BOW	CROSSBOW
POPE	10	+0	SMALL (DAGGERS, CLUBS, HAND CROSSBOWS)	d4/+0	d6/+0	d4/+0	—	d4/+0
LIGHT	13	+0	LIGHT/SIMPLE (SHORTWORDS, SPEARS, HANDAXES, JAVELINS, SHORTBOWS, LIGHT CROSSBOWS)	d6/+0	d8/+0	d6/+0	d6/+0	d6/+0
HEAVY	14	-2	HEAVY/MARTIAL (LONGWORDS, WARHAMMERS, GREATWORDS, LONGBOWS, HEAVY CROSSBOWS)	d8/+0	d10/+0	—	d8/+0	d8/+0
SHIELD	+1	-2						
SHIELD	+1	+0						
STR≥17								

 changes/refresh at new level changes at new level or with incremental advance

 changes at new level or with incremental advance

 refresh at new arc

 refresh at end of battle



RANGER ANIMAL COMPANIONS

Each creature has an **advantage**—a special power or bonus that is always in effect while the animal is in play. Each companion also has a unique **special attack**, with per battle, per arc, or recharge usage.

The Animal Companion talent also gives you access to a number of feats to improve your creature.

BEAR

(also Giant Badger, Wolverine)

Advantage, Bear's a Bruiser: hp threshold is one level higher than other animal companions.

MELEE ATK	Claws and Maw	RECHARGE 6+
Improve damage of basic attack by 2 levels. Roll a second d20 vs the same target; use highest roll for main attack, and the other for half-damage attack.		

BOAR

(also Spiky Lizard)

Advantage, Spiky & Abrupt: The ranger gets +2 to initiative, even when companion is not in play.

MELEE ATK	Gore and Slash	1/ARC
Improve damage of basic attack by 3 levels, and improve crit range by double the escalation die.		

EAGLE

(also Falcon, Hawk, Owl, Vulture)

Advantage, Flyer: Flies, and can make melee attacks against flying creatures.

Disadvantage: The eagle's hp threshold is one level lower than other animal companions.

CQ ATK	Flyer Strafing Run	RECHARGE 11+
Improve damage of basic attack by 1 level, and target up to three nearby enemies in a group.		

FLOPPY-EARED GNOMISH FOX

(also Badger, Fox-with-Normal-Ears, Wombat)

Advantage, Distraction: Ranger has a +2 bonus to disengage checks.

MELEE ATK	Severe Irritant	RECHARGE 11+
Improve damage of basic attack by 1 level. If attack hits, ranger gains <i>tricky teleport swap</i> close-quarters spell. Cast by using a move action to trade places with your nearby fox once later this battle.		

PANTHER

(also Lion, Tiger)

Advantage, Stalker: The panther's crit range expands by 3 against enemies not engaged with allies or the ranger.

MELEE ATK	Hunt'em Down	1/BATTLE, ESC 1+
Improve damage of basic attack by 2 levels, and hit or miss, make target <i>vulnerable</i> to next attack.		

SNAKE

(also Giant Spider, Giant Poison Toad)

Advantage, Poisoner: The snake's natural attack rolls of 18+ deal ongoing poison damage equal to twice the ranger's level on a hit.

MELEE ATK	Poison Bite	RECHARGE 11+
Improve damage of basic attack by 1 level, and deal 5 ongoing poison damage on a hit (hard save 16+ ends). Damage becomes 10 at 5 th level, 20 at 8 th .		

WOLF

(also War Dog, Coyote, Hyena, Jackal)

Advantage, Wolf's on Your Side: If the escalation die is 2+, bump the wolf's melee damage up a level.

MELEE ATK	Loyal Friend	RECHARGE 6+
Improve damage of basic attack by 2 levels. If attack hits, allow one ally engaged with target to roll a disengage check as a free action. The ranger gets +4 bonus to this check.		

ANIMAL COMPANION FEATS

Adventurer Feat, Communicative Companion: Your companion can talk when it chooses to.

Adventurer Feat, Independent Companion: Your companion can move freely. You can choose to take its turns either before or after the ranger.

Adventurer Feat, Relentless Companion: Your companion deals miss damage equal to your level.

Adventurer Feat, Savage Companion: Your creature gains two bonus 1/arc uses of its special attack.

Only one 1/arc use per battle.

Adventurer Feat, Tough Companion: Raise your companion's hp threshold by one level.

Champion Feat, Constant Companion: Your companion starts every battle in play.

Champion Feat, Pack Mentality: When escalation is 2+, companion rolls 2d20s when attacking enemy engaged with one of its allies.

Epic Feat, Many Friends: Once per arc, a bonus companion appears as you roll initiative.



RANGER'S ANIMAL COMPANION

NAME

Boar

SPECIES

DEFENSES



BASIC ATTACK



HIT POINT THRESHOLD



CURRENT HP

ONGOING DAMAGE TYPE SAVE

CONDITIONS & OTHER EFFECTS SAVE

ADVANTAGE, SPECIAL ATTACK, & OTHER POWERS

ADVANTAGE

Spiky & Abrupt You (the ranger) gain a +2 bonus to initiative checks (already factored into your HH144 character sheet) even when the boar is not in play.

ACTION	USAGE	NAME	TRIGGER/TARGET/EFFECT	PAGE #
Quick	At-Will	Call Them In	Bring your companion into the fight at full health by succeeding at a normal save (11+). Each special attack your companion makes, as well as each successful <i>Call Them In</i> this battle, bumps difficulty up; first to 16+, then to 20+.	HH142
Quick	☐ Arc	Scout	Companion goes off to scout a location. If you succeed at a normal skill check for the environment, it does so unseen.	HH142
Std	☐ ☐ Arc	Gore & Slash	Target: One engaged enemy. Special: The crit range of this attack is increased by double the <i>ESC DICE</i> . Hit: 11 damage. Miss: -	HH144

ANIMAL COMPANION STATS PER RANGER LEVEL

LEVEL	0	1	2	3	4	5	6	7	8	9	10	11	12	13
ATK VS AC	+5	+6	+7	+9	+10	+11	+13	+14	+15	+17	+18	+19	+20	+21
DAMAGE	3 (1d4)	4 (1d6)	6 (1d10)	7 (2d6)	9 (2d8)	11 (2d10)	14 (4d6)	18 (4d8)	22 (4d10)	30	40	50	75	90
AC	16	17	18	19	21	22	23	25	26	27	28	29	30	31
PD/MD*	14	15	16	17	19	20	21	23	24	25	26	27	28	29
MD/PD*	10	11	12	13	15	16	17	19	20	21	22	23	24	25
HP	6	8	10	12	15	25	30	40	60	80	100	120	160	200

* Choose whether your animal companion's PD or MD is its higher stat.