

The diagram shows a horizontal bar labeled 'MAGIC ITEMS' at the top. Below the bar, on the left, is a green icon of a chalice or cup. Inside the cup is the number '7'. A small green star is positioned above the right rim of the cup. Below the cup, the text 'MAX ATTUNED' is written in a stylized font. The background of the entire diagram is a light gray grid.

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 +18 damage with natural even hits with melee weapons as shown in your basic melee attack.	HH140
-	Ranger ex Cathedral	You can cast the spells <i>Hammer of Faith</i> and <i>Strength of the Gods</i> , below	HH138
Std	Hammer of Faith	CQ Spell. Make a basic melee attack as part of casting this spell. Deal +20 damage with this attack and all other melee attacks you make this battle.	HH104
Std	Strength of the Gods	Ranged spell. <i>Power</i> : One nearby ally gains +18 melee damage until end of battle. <i>Broad</i> : Up to 3 nearby allies (including you) gain +9 melee damage instead	HH107
Quick	Adventurer Feat	CQ Spell. You or an ally you are close enough to touch heals using a recovery.	HH98

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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	14 =BASE AC	
Longsword MELEE WEAPON	Longbow RANGED WEAPON			

FEATS		FEATS	
FEATURE	TIER	FEATURE	TIER
Devious Strike	A	Animal Companion <i>(Savage Companion)</i>	A
Lethal Hunter	A	Ranger ex Cathedral	A
Animal Companion <i>(Constant Companion)</i>	C	Skirmisher	C
Lethal Hunter	C		

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	d4/+0	d6/+0	d4/+0	—	d4/+0
LIGHT	13	+0	(DAGGERS, CLUBS, HAND CROSSBOWS)					
HEAVY	14	-2	LIGHT/SIMPLE	d6/+0	d8/+0	d6/+0	d6/+0	d6/+0
SHIELD	+1	-2	(SHORTWORDS, SPEARS, HANDAXES, JAVELINS, SHORTBOWS, LIGHT CROSSBOWS)					
SHIELD  [STR≥17]	+1	-0	HEAVY/MARTIAL	d8/+0	d10/+0	—	d8/+0	d8/+0
			(LONGWORDS, WARHAMMERS, GREATWORDS, LONGBOWS, HEAVY CROSSBOWS)					



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 *tricky teleport swap* 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 *vulnerable* 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 5th level, 20 at 8th.

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



ARMOR CLASS

PHYSICAL DEFENSE

MENTAL DEFENSE

BASIC ATTACK



HIT DAMAGE

MISS DAMAGE

HIT POINT THRESHOLD



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).

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 ESC DICE. +14 vs AC. Hit: 40 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.