

NAME
Silver Folk
KIN

RANGER

DESCRIPTION

LEVEL

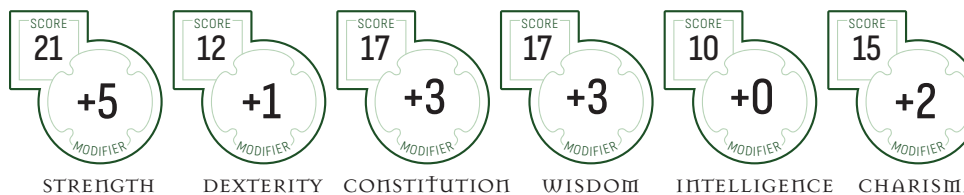
9

● STRENGTH ○ DEXTERITY

ONE UNIQUE THING

ABILITY SCORES

HIT POINTS & 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 **+72** damage.

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

Caster HH137
You gain a +2 bonus to your Mental Defense.

BACKGROUNDS

BACKGROUND BONUS

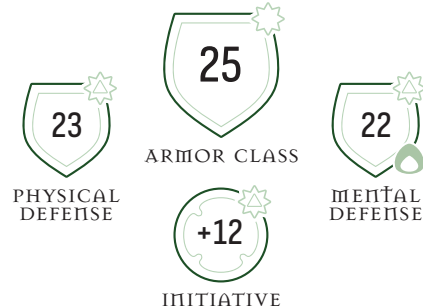
SKILL CHECK = **9** (LEVEL) + ABILITY MODIFIER + BACKGROUND

ICON RELATIONSHIPS

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

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

DEFENSES & INITIATIVE



BASIC MELEE ATTACK

Longsword
WEAPON
9d8 Even: +58 Odd: +30 / 99/71 / 9
HIT DAMAGE AVG MISS

+14 VS AC

BASIC RANGED ATTACK

Longbow
WEAPON
9d8+14 / 55 / 9
HIT DAMAGE AVG MISS

+10+10 VS AC (NEAR-FAR)

FEATURES, TALENTS, & SPELLS

ACTION NAME TRIGGER/TARGET/EFFECT PAGE #

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 of your character sheet for it's stats and powers.

Companions in battle: Your companion begins combat next to you or at a random nearby position.

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 it's special attack. If using it's 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 targetting.

Epic Feat 1/Arc you can have a second companion (stats on page 4 of your character sheet) appear alongside you at the start of initiative. Keep track of Call Them In difficulty separately.

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



TEMP HP

ONGOING DAMAGE TYPE SAVE

CONDITIONS & OTHER EFFECTS SAVE

USAGE

AT-WILL & RECHARGE	PER BATTLE	PER ARC
☐	☒ Lethal Hunter	☐ Lethal Hunter
☐	☒ Skirmisher	☐ Skirmisher
		☐ Animal Comp. (Epic Feat)

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 +28 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 +30 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 +25 melee damage until end of battle. <i>Broad</i> : Up to 3 nearby allies (including you) gain +12 melee damage instead	HH107
Quick	Adventurer Feat	CQ Spell. You or an ally you are close enough to touch heals using a recovery.	HH98
-	Blur of Blades	When your melee attack on a non-skirmisher turn drops a non-mook enemy, or two mooks, or the last mook of a mob, you gain an extra use of skirmisher later this battle that takes a quick action to set up as usual.	HH141

[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	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	Lethal Hunter	E
Animal Companion <i>(Many Friends)</i>	E		

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

INCREMENTAL ADVANCES

GAIN NEXT LEVEL FEAT	+1 TO 3/4/5 ABILITY SCORES AT LEVEL 3/6/9
INCREASE MAX HP TO NEXT LEVEL	GAIN 2X/4X ABILITY MULTIPLIERS AT LEVEL 4/7
+1 MAGICAL ITEM ATTUNEMENT	GAIN NEXT LEVEL TALENT AT LEVEL 4/7
GAIN NEXT LEVEL POWER OR SPELL	GAIN NEXT LEVEL LETHAL HUNTER
+1 TO SKILL & INITIATIVE CHECKS	+1 TO MENTAL DEFENSE
+1 TO PHYSICAL DEFENSE	

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

25
PHYSICAL DEFENSE

27
ARMOR CLASS

21
MENTAL DEFENSE

BASIC ATTACK

30
HIT DAMAGE

+17
VS AC

-
MISS DAMAGE

HIT POINT THRESHOLD

80
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 <i>ESC DICE</i> . +17 vs AC. Hit: 75 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.



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RANGER'S ANIMAL COMPANION

NAME

Bear

SPECIES

DEFENSES

25
PHYSICAL DEFENSE

27
ARMOR CLASS

21
MENTAL DEFENSE

BASIC ATTACK

30
HIT DAMAGE

+17
VS AC

-
MISS DAMAGE

HIT POINT THRESHOLD

100
THRESHOLD

CURRENT HP

ONGOING DAMAGE

TYPE

SAVE

CONDITIONS & OTHER EFFECTS

SAVE

ADVANTAGE, SPECIAL ATTACK, & OTHER POWERS

ADVANTAGE

Bear's a Bruiser Your companion has a hit point threshold of an animal companion one level higher than you. HH144

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	Claws & Maw	Target: One engaged enemy. Special: Roll two d20 for this attack. +17 vs AC. Hit with highest dice: 50 damage. Hit with highest dice: 25 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.

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