



## POTIONS & RUMES

ACTION	NAME	TRIGGER/TARGET/EFFECT	PAGE #
Std	<b>Assist</b>	Give a nearby ally a +2 on an upcoming attack, save, or check during combat.	HH298
Move	<b>Disengage</b>	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	<b>Intercept</b>	While unengaged, move to engage enemy that is moving past you.	HH296
Std	<b>Rally</b>	Spend a recovery to heal. If used, quick action normal save (11+) to use again.	HH298

[illegible]

FEATURE	TIER	FEATURE	TIER
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△ +1 TO MENTAL DEFENSE



## 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 GHOMISH FOX

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

**Advantage, Distraction:** Ranger has a +2 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 5<sup>th</sup> level, 20 at 8<sup>th</sup>.

### 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 an 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

SPECIES

### DEFENSES

PHYSICAL DEFENSE

ARMOR CLASS

MENTAL DEFENSE

### BASIC ATTACK

HIT DAMAGE

MISS DAMAGE



### ADVANTAGE, SPECIAL ATTACK, & OTHER POWERS

ADVANTAGE

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> in this battle, bumps difficulty up; first to 16+, then to 20+.	HH142
Quick	<input type="checkbox"/> 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

### 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.