

NAME
KIN

RANGER

 STRENGTH DEXTERITY


DESCRIPTION

ONE UNIQUE THING

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	-----

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.

Caster HH137

You gain a +2 bonus to your Mental Defense.

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 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.

BACKGROUNDS

BACKGROUND	BONUS
------------	-------

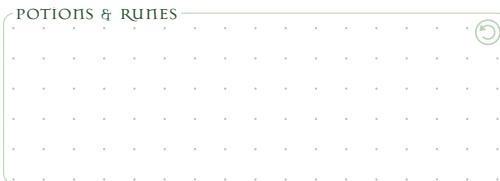
... (repeated for 10 rows)



- MAGIC ITEMS

More Features, Powers, & 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

POTIONS & RUNES



- 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 describe something you knew or set up beforehand.

ARMOR	ARMOR AC	+SHIELD	=BASE AC					
MELEE WEAPON	RANGED WEAPON							
None	10	+0						
Light	13	+0						
Heavy	14	-2						
Shield	+1	-2						
Shield  (STR≥17)	+1	+0						
RANGER BASE ARMOR	BASE AC	ATK	RANGER WEAPON DAMAGE/ATTACK PENALTY					
ARMOR			WEAPON	1 HAND	2 HANDS	THROWN	BOW	CROSSBOW
None	10	+0	Small (daggers, clubs, hand crossbows)	d4/+0	d6/+0	d4/+0	—	d4/+0
Light	13	+0	Light/Simple (shortswords, spears, handaxes, javelins, shortbows, light crossbows)	d6/+0	d8/+0	d6/+0	d6/+0	d6/+0
Heavy	14	-2	Heavy/Martial (longswords, warhammers, greatswords, longbows, heavy crossbows)	d8/+0	d10/+0	—	d8/+0	d8/+0
Shield	+1	-2						
Shield  (STR≥17)	+1	+0						

•

•

FEATS

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	

13TH AGE

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 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 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.

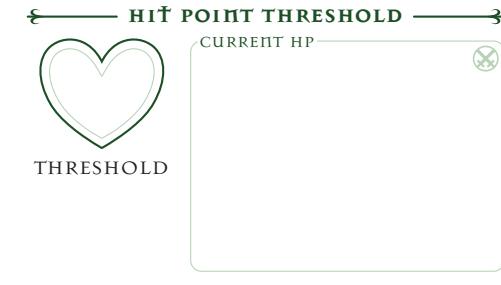
Champion Feat, Constant Companion: Your companion starts every battle in play.

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.

13TH AGE

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 *Call Them In* 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

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.