

- HIT POINTS & RECOVERIES

CONDITIONS & OTHER EFFECTS SAVE

11

The diagram shows a 'MAGIC ITEMS' section with a grid of 10 slots. The first slot contains a 'MAX ATTUNED' item, represented by a chalice with a starburst icon.

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

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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
ARMOR	ARMOR AC	+SHIELD	=BASE AC	
MELEE WEAPON		RANGED WEAPON		

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FEATS		FEATS	
FEATURE	TIER	FEATURE	TIER
	A		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
PONE	10	+0	SMALL (DAGGERS, CLUBS, HAND CROSSBOWS)	d4/+0	d6/+0	d4/+0	—	d4/+0
LIGHT	13	+0						
HEAVY	14	−2	LIGHT/SIMPLE (SHORTSWORDS, SPEARS, HANDDAXES, JAVELINS, SHORBTBOWS, LIGHT CROSSBOWS)	d6/+0	d8/+0	d6/+0	d6/+0	d6/+0
SHIELD	+1	−2						
SHIELD  (STR≥17)	+1	+0	HEAVY/MARTIAL (LONGSWORDS, WARHAMMERS, GREATSWORDS, LONGBOWS, HEAVY CROSSBOWS)	d8/+0	d10/+0	—	d8/+0	d8/+0

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

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

 refresh at new arc  refresh at end of battle

 refresh at end of battle

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 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.

13th AGE

RANGER'S ANIMAL COMPANION

NAME

SPECIES

DEFENSES



BASIC ATTACK



HIT POINT THRESHOLD

CURRENT HP

THRESHOLD

ONGOING DAMAGE TYPE SAVE

CONDITIONS & OTHER EFFECTS SAVE

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+.

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.

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.