

PLAYER NAME

CHARACTER NAME



CLASS & SUBCLASS

ANCESTRY & BACKGROUND

LEVEL

COMBAT MASTERY

LEVEL / 2

NOVICE  
2

ADEPT  
4

EXPERT  
6

MASTER  
8

GRANDM.  
10

SKILLS

SAVES CM

PRIME = Highest Attribute

AWARENESS

MIGHT

SAVE

ATHLETICS

INTIMIDATION

AGILITY

SAVE

ACROBATICS

TRICKERY

STEALTH

CHA

CHARISMA

SAVE

ANIMAL

INFLUENCE

INSIGHT

INT

INTELLIGENCE

SAVE

INVESTIGATION

MEDICINE

SURVIVAL

KNOWLEDGE

ARCANA

HISTORY

NATURE

OCCULTISM

RELIGION

1 Skill Point = 2 Knowledge Masteries

STAMINA POINTS

MANA POINTS

HIT POINTS

PHYSICAL DEFENSE

MYSTICAL DEFENSE

HEAVY BRUTAL

PDR MDR

REDUCTION

COMBAT

ACTION POINTS

ATTACK / SPELL CHECK = CM + Prime

SAVE DC = 10 + CM + Prime

MARTIAL CHECK = ATH or ACRO

ATTACKS

| Name | Dmg. | Type |
|------|------|------|
|      | ( )  |      |
|      | ( )  |      |
|      | ( )  |      |
|      | ( )  |      |

DEATH

EXHAUSTION

DEATH THRESHOLD = 0 HP - Prime

MOVE SPEED

JUMP DISTANCE

RESOURCES

| Total | Cap                       |
|-------|---------------------------|
| ( )   | REST POINTS = Level + MIG |
| ( )   | GRIT POINTS = CHA + 2     |
| ( )   |                           |
| ( )   |                           |
| ( )   |                           |

INVENTORY

FEATURES

TRADES

LANGUAGES

LANGUAGE CHECK = d20 + [ Intelligence or Charisma ]

LIMITED

FLUENT

CURRENCY

## Character Information Pages:

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## Class Traits:

### Ranger Martial Mastery:

- Combat Masteries: Weapons, Light Shields, Light Armor
- Weapon Styles: You gain the benefits of Weapon Styles.
- Maneuvers: You learn all Attack Maneuvers. You learn additional Maneuvers as shown in the Maneuvers Known column of the Ranger Class Table.
- Techniques: The number of Techniques you know increases as shown in the Techniques Known column of the Ranger Class Table.
- Stamina Points: Your maximum number of Stamina Points increases as shown in the Stamina Points column of the Ranger Class Table.

### Learned Maneuvers:

- Defense - Parry
- Save - Knock back
- + 2 undecided

### Ranger Stamina:

You regain 1 SP when:

- You take the Search Action and successfully locate a Hidden creature.
- You succeed on a Knowledge Check to recall information about a creature.
- Once per round, when you Hit the target of your Hunter's Mark with a Martial Attack.
- The target of your Hunter's Mark is reduced to 0 HP or dies

### Hunter's Mark:

You can spend 1 AP and 1 SP to focus on and mark a creature you can see within 15 Spaces as your quarry. Alternatively, you can mark a creature by studying its tracks for at least 1 minute.

*While a creature is marked, you gain the following benefits:*

- You have ADV on Awareness and Survival Checks made to find the target.
- First Martial Attack against your target on your turn has ADV and ignores PDR.
- When you score a Heavy or Critical Hit against the target, you automatically grant a d8 Help Die to the next Attack made against the target before the start of your next turn.

The target is marked as long as it's on the same Plane of Existence as you, and vanishes early if you complete a Long Rest, fall Unconscious, or use this Feature again to mark another creature.

### Favoured Terrain (2 Favoured Terrains):

You are particularly familiar with two types of environments and are adept at the skills unique to the region.

Choose 2 types of Favoured Terrain listed below.

- **Subterranean:** You gain Darkvision 10 Spaces. If you already have Darkvision, its range is increased by 5 Spaces. Additionally, you also gain a Tremorsense of 3 Spaces. If you already have a Tremorsense, it increases by 2 Spaces
- **Urban:** You gain 1 Skill Point in 2 of the following Skills: Influence, Insight, Investigation, History, and Trickery.

Additionally, while you're in one of your Favoured Terrains, you have ADV on Stealth and Survival Checks and can't be Surprised.

- **Darkvision:** Creatures with Darkvision have the ability to see in Dim Light and Darkness out to a specified range. A creature with Darkvision can see areas of Dim Light within the specified range as if it were Bright Light, and see areas of Darkness within the specified range as if it were Dim Light. A creature can't discern color using their Darkvision, only shades of gray. (Total 15 Spaces)
- **Tremorsense:** Creatures with Tremorsense can sense vibrations in the ground within a specified range, allowing them to automatically pinpoint the location of anything that's in contact with the same surface, including through Cover and Concealment. Creatures with Tremorsense and a Swim Speed can also pinpoint the location of creatures moving through water within the specified range.

### **Hunter Bestiary (Flavor Feature):**

You have developed a trove of knowledge hunting creatures which you've recorded in your Bestiary. Your Bestiary can take the form of a book or a memory vault within your mind.

You have ADV on Checks made to learn or recall information about any creature recorded in your Bestiary.

- **Starting Entries:** Choose a Creature Type: Aberration, Beast, Celestial, Construct, Dragon, Elemental, Fey, Fiend, Giant, Humanoid, Monstrosity, Ooze, Plant, or Undead. Your Bestiary includes pre-recorded notes about various creatures of the chosen type.
- **Making New Entries:** You can spend 10 minutes of Light Activity recording information into your Bestiary about a specific creature you have seen within the last 24 hours.

Chosen Type: Humanoid, | Studied: Undead

## **Level 2 Class Traits**

### **Natural Hunter:**

You gain the following benefits

- **Expert Forager:** When you forage and succeed on the Survival Check, you find twice as much food and water as you normally would. If you fail, you still find half as much food and water as you normally would.
- **Expert Tracker:** While tracking a creature or group of creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.
- **Beast Insight:** You have the ability to understand Beasts in a limited manner. You can understand the meaning of their noises and behaviors, though they have no special ability to understand you in return.

### **Hunter's Strike:**

You have an assortment of unique oils, tools, and weapon accessories that you can use to modify a Weapon (or piece of ammunition) when making an Attack.

- **Hunter's Strike:** You can spend 1 SP as part of a Weapon Attack to add 1 of the effects listed below. You can only use 1 of these effects per Attack Check. If an effect forces the target to make a Save, it does so against your Save DC.
  - **Piercing:** 2 Piercing damage and Physical Save against Bleeding.
  - **Snare:** 2 Bludgeoning damage and Physical Save against Grappled.
  - **Acid:** 2 Corrosion damage and Agility Save against Slowed until the end of your next turn.
  - **Toxin:** 2 Poison damage and Might Save against Impaired until the end of your next turn.
  - **Flash Bang:** 2 Sonic damage and Mental Save against Dazed until the end of your next turn.
  - **Fire Oil:** 2 Fire damage and Physical Save against Burning.

## Chosen Talent: Druid Domain

You can spend 1 AP and 1 MP to create your own Druid Domain that includes small plant life, sand, shallow water, or other naturally occurring features. You create up to 8 Domain Spaces along the ground or walls. The first Domain Space must be within 1 Space of you, and each additional Domain Space must be adjacent to another Domain Space.

- **Domain Spaces:** The area is considered to be Difficult Terrain for creatures of your choice, and when you cast a Spell, you can do so as if you were standing in any Space within your Domain.
- **Losing Domain Spaces:** A Domain Space also disappears if you end your turn farther than 15 Spaces away from it or you die.
- **Domain Actions,** While you have Domain Spaces, you can take any of the following Domain Actions:
  - **Nature's Grasp:** You can spend 1 AP to force a creature of your choice within your Domain to make a Repeated Physical Save against your Save DC. Save Failure: The target is Grappled for 1 minute or until your Druid Domain ends.
  - **Move Creature:** You can spend 1 AP to move a creature Grappled by this feature up to 2 Spaces within your Domain.
  - **Move Object:** You can take the Object Action to use this feature to interact with any object within your Domain as if you were standing in any of your Domain Spaces. When you do, you can move the object up to 5 Spaces within your Domain.
  - **Wild Growth:** You can spend 1 AP and 1 MP to make a DC 10 Spell Check to heal a target within your Domain. Success: The target immediately regains 1 HP. For the next minute, they regain an additional 1 HP each time they end their turn within your Domain. Success (each 5): They immediately regain +1 HP. Failure: The target only regains 1 HP immediately.

## Combat Reactions:

Opportunity Attack: - Prerequisite: **Martial Mastery** (Ranger Martial Mastery)

- **Trigger:** A creature you can see within your Melee Range uses its movement to leave your Melee Range, stands up from Prone, picks up an item off the ground, or takes the Object Action.
- **Reaction:** You can spend 1 AP to make a Melee Martial Attack against the provoking creature. You can spend additional AP to gain ADV or to perform Maneuvers with the Attack.