

THE RANGER



NAME

ELF: Thrandir, Elrosine, Aranwe, Celion, Dambrath, Lanethe

HUMAN: Jonah, Halek, Brandon, Emory, Shrike, Nora, Diana

LEVEL

XP

LOOK

Choose one for each, or write your own:

BODY: Lithe, wild, sharp

EYES: Wild, sharp, animal

HAIR: Wild, bald, hooded

CLOTHES: Cape, camouflage, traveling clothes

ARMOR



HIT POINTS

Max (8+Constitution)

Current



DAMAGE



ALIGNMENT

☐ Chaotic

Free someone from literal or figurative bonds.

☐ Good

Endanger yourself to combat an unnatural threat.

☐ Neutral

Help an animal or spirit of the wild.

BONDS

Fill in at least one with the name of a companion, or write your own.

I have guided _____ before and they owe me for it.

_____ is a friend of nature, so I will be their friend as well.

_____ has no respect for nature, so I have no respect for them.

_____ does not understand life in the wild, so I will teach them.

Strength

STR

Weak -1

Dexterity

DEX

Shaky -1

Constitution

CON

Sick -1

Intelligence

INT

Stunned -1

Wisdom

WIS

Confused -1

Charisma

CHA

Scarred -1

STARTING MOVES



Animal Companion

You have a supernatural connection with a loyal animal. You can't talk to it per se but it always acts as you wish it to. Name your animal companion: _____

Choose a species:

Wolf, Cougar, Bear, Eagle, Dog, Hawk, Cat, Owl, Pigeon, Rat, Mule, _____

Choose a base:

☐ Ferocity +2, Cunning +1, Instinct +1, 1 Armor

☐ Ferocity+2, Cunning +2, Instinct +1, 0 Armor

☐ Ferocity +1, Cunning +2, Instinct +1, 1 Armor

☐ Ferocity +3, Cunning +1, Instinct +2, 1 Armor

Choose as many strengths as its Ferocity:

Fast, Burly, Huge, Calm, Adaptable, Tireless, Quick Reflexes, Camouflage, Ferocious, Intimidating, Keen Senses, Stealthy, _____

Your animal companion is trained to fight humanoids. Choose as many additional trainings as its Cunning:

Hunt, Search, Scout, Guard, Labor, Travel, Fight Monsters, Perform, _____

Choose as many weaknesses as its Instinct:

Flighty, Savage, Slow, Broken, Frightening, Forgetful, Stubborn, Lame, _____



Hunt & Track (WIS)

When you follow a trail of clues left behind by passing creatures, roll+WIS.

• On a 7+, you follow the creature's trail until there's a significant change in its direction or mode of travel. • On a 10+, you also choose 1:

- Gain a useful bit of information about your quarry, the GM will tell you what
- Determine what caused the trail to end



Called Shot

When you attack a defenseless or surprised enemy at range, you can choose to deal your damage or name your target and roll+DEX.

- **Head** • 10+: As 7-9, plus your damage. • 7-9: They do nothing but stand and drool for a few moments.
- **Arms** • 10+: As 7-9, plus your damage. • 7-9: They drop anything they're holding.
- **Legs** • 10+: As 7-9, plus your damage. • 7-9: They're hobbled and slow moving.

RACE

☐ Elf

When you Undertake A Perilous Journey through wilderness whatever job you take you succeed as if you rolled a 10+.



Human

When you Make Camp in a dungeon or city, you don't need to consume a ration.



☒ **Command**

When you work with your animal companion on something it's trained in...

- and you attack the same target, add its ferocity to your damage
- and you track, add its cunning to your roll
- and you take damage, add its armor to your armor
- and you Discern Realities, add its cunning to your roll
- and you Parley, add its cunning to your roll
- and someone Interferes with you, add its instinct to their roll



COIN



STARTING GEAR

Max Load (11+STR)

Current

Dungeon Rations (5 uses, ration, 1 weight)

Leather Armor (1 armor, worn, 1 weight)

Bundle Of Arrows (3 ammo, 1 weight)

Choose your armament:

☐ **Hunter's Bow** (near, far, 1 weight), and **Short Sword** (close, 1 weight)

☐ **Hunter's Bow** (near, far, 1 weight), and **Spear** (reach, 1 weight)

Choose one:

☐ **Adventuring Gear** (5 uses, 1 weight), and **Dungeon Rations** (5 uses, ration, 1 weight)

☐ **Adventuring Gear** (5 uses, 1 weight), and **Bundle Of Arrows** (3 ammo, 1 weight)

ADVANCED MOVES

When you gain a level from 2-10, you may choose from these moves.

☐ Half-elfen

Somewhere in your lineage lies mixed blood and it begins to show its presence. You gain the elf starting move if you took the human one at character creation or vice versa. **You may take this move only if it is your first advancement.**

☐ Wild Empathy

You can speak with and understand animals.

☐ Familiar Prey

When you **Spout Lore** about a monster you use WIS instead of INT.

☐ Viper's Strike

When you **strike an enemy with two weapons at once**, add an extra 1d4 damage for your off-hand strike.

☐ Camouflage

When you **keep still in natural surroundings**, enemies never spot you until you make a movement.

☐ Man's Best Friend

When you **allow your animal companion to take a blow that was meant for you**, the damage is negated and your animal companion's ferocity becomes 0. If its ferocity is already 0 you can't use this ability. When you have a few hours of rest with your animal companion its ferocity returns to normal.

☐ Blot Out The Sun

When you **Volley** you may spend extra ammo before rolling. For each point of ammo spent you may choose an extra target. Roll once and apply damage to all targets.

☐ Well-trained

Choose another training for your animal companion.

☐ God Amidst The Wastes

Dedicate yourself to a deity (name a new one or choose one that's already been established). You gain the commune and cast a spell cleric moves. When you select this move, treat yourself as a cleric of level 1 for using spells. Every time you gain a level thereafter, increase your effective cleric level by 1.

☐ Follow Me

When you **Undertake A Perilous Journey** you can take two roles. You make a separate roll for each.

☐ A Safe Place

When you set the watch for the night, everyone takes +1 to **Take Watch**.

When you gain a level from 6-10, you may choose from these moves.

☐ Wild Speech

Replaces: *Wild Empathy*

You can speak with and understand any non-magical, non-planar creature.

☐ Hunter's Prey

Replaces: *Familiar Prey*

When you **Spout Lore** about a monster you use WIS instead of INT. On a 12+, in addition to the normal effects, you get to ask the GM any one question about the subject.

☐ Viper's Fangs

Replaces: *Viper's Strike*

When you **strike an enemy with two weapons at once**, add an extra 1d8 damage for your off-hand strike.

☐ Smaug's Belly

When you **know your target's weakest point** your arrows have 2 piercing.

☐ Strider

Replaces: *Follow Me*

When you **Undertake A Perilous Journey** you can take two roles. Roll twice and use the better result for both roles.

☐ A Safer Place

Replaces: *A Safe Place*

When you set the watch for the night, everyone takes +1 to **Take Watch**. After a night in camp when you set the watch everyone takes +1 forward.

☐ Observant

When you **hunt and track**, on a hit you may also ask one question about the creature you are tracking from the Discern Realities list for free.

☐ Special Trick

Choose a move from another class. So long as you are working with your animal companion you have access to that move.

☐ Unnatural Ally

Your animal companion is a monster, not an animal. Describe it. Give it +2 ferocity and +1 instinct, plus a new training.



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