



PRONOUNS

2025-11-23

AGILITY	STRENGTH	FINESSE	INSTINCT	PRESENCE	KNOWLEDGE
SPRINT, LEAP, MANEUVER	LIFT, SMASH, GRAPPLE	CONTROL, HIDE, TINKER	PERCEIVE, SENSE, NAVIGATE	CHARM, PERFORM, DECEIVE	RECALL, ANALYZE, COMPREHEND

PROFICIENCY () () () () () ()

DAMAGE THRESHOLDS AND HP

The diagram illustrates three levels of damage on a horizontal scale. It consists of three dark gray rectangular boxes with white text, connected by a light gray line. The first box is labeled 'MINOR DAMAGE' and 'MARK 1 HP'. The second box is labeled 'MAJOR DAMAGE' and 'MARK 2 HP'. The third box is labeled 'SEVERE DAMAGE' and 'MARK 3 HP'.

HP
/ MAX.

STRESS
/ MAX.

HOPE ☐ ☐ ☐ ☐ ☐ ☐

/ MAX. ☐ ☐ ☐ ☐ ☐ ☐

CLASS HOPE FEATURE

EXPERIENCE OR: SPEND HOPE TO HELP AN ALLY

BONUS

HERITAGE FEATURES

ANCESTRY

COMMUNITY

HERITAGE FEATURES

WEAPON	TRAIT AND RANGE	DAMAGE AND TYPE
<input type="radio"/> PRIMARY <input type="radio"/> SECONDARY		
<input type="checkbox"/> ACTIVE <input type="checkbox"/>  <input type="checkbox"/> <input type="checkbox"/> 		
FEATURE		

WEAPON	TRAIT AND RANGE	DAMAGE AND TYPE
<input type="radio"/> PRIMARY <input type="radio"/> SECONDARY <input type="checkbox"/> ACTIVE  <input type="checkbox"/> <input type="checkbox"/> 		
	FEATURE	

WEAPON	TRAIT AND RANGE	DAMAGE AND TYPE
<input type="radio"/> PRIMARY <input type="radio"/> SECONDARY		
<input type="checkbox"/> ACTIVE <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		

WEAPON	TRAIT AND RANGE	DAMAGE AND TYPE
<input type="radio"/> PRIMARY <input type="radio"/> SECONDARY		
<input type="checkbox"/> ACTIVE <input checked="" type="checkbox"/>  <input type="checkbox"/> <input type="checkbox"/> 		
FEATURE		

ARMOR	BASE THRESHOLDS	BASE ARMOR SCORE
FEATURE		

INVENTORY

INVENTORY

GOLD



CHEST

BAG

HANDFUL

COIN

STASHED

ADVANCEMENTS

ADVANCEMENT

TIER 2

TIER 3

TIER 4

TRAITS (+1 TO TWO)

☐ ☐ ☐
☐ ☐ ☐
☐ ☐ ☐

HIT POINT (+1)

☐ ☐
☐ ☐
☐ ☐

STRESS (+1)

☐ ☐
☐ ☐
☐ ☐

EXPERIENCES (+1 TO TWO)

☐
☐
☐

DOMAIN CARD (+1)

☐
☐
☐

EVASION (+1)

☐
☐
☐

ENHANCED SUBCLASS

☐
☐

PROFICIENCY (+1, COSTS BOTH)

☐ ☐
☐ ☐

MULTICLASSING (COSTS BOTH)

☐ ☐

RANGER COMPANION

NAME

TYPE

EVASION

STRESS
/ MAX.

☐
☐
☐
☐
☐
☐

HOPE
/ MAX.

☐

STANDARD ATTACK

RANGE

DAMAGE AND TYPE

EXPERIENCE

BONUS

COMPANION ADVANCEMENTS

INTELLIGENT (+1 TO ONE EXPERIENCE)

☐ ☐ ☐

LIGHT IN THE DARK (+1 HOPE SLOT)

☐

CREATURE COMFORT (DOWNTIME BENEFITS)

☐

ARMORED (MARK ARMOR INSTEAD OF STRESS)

☐

VICIOUS (INCREASE RANGE OR DAMAGE DIE)

☐ ☐ ☐

RESILIENT (+1 STRESS)

☐ ☐ ☐

BONDED (CHANCE TO AVOID A DEATH MOVE)

☐

AWARE (+1 EVASION)

☐ ☐ ☐

CLASS AND SUBCLASS FEATURES

CLASS

DOMAINS

SUBCLASS

SPELLCAST TRAIT

CLASS AND SUBCLASS FEATURES

DESCRIPTION AND NOTES

DESCRIPTION AND NOTES

DOMAIN CARD

RECALL

LEVEL

DOMAIN

TYPE

EFFECTS

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