



PRONOUNS

2025-11-23

The diagram illustrates four types of shields and their associated icons:

- EVASION**: A shield with a pointed top and a small base. To its right are three small shield icons.
- ARMOR**: A shield with a pointed top and a wider base. To its right are three medium-sized shield icons.
- LEVEL**: A shield with a rounded top and a small base. To its right are three small shield icons.
- TIER**: A shield with a rounded top and a wider base. To its right are three medium-sized shield icons.

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

INVENTORY

WEAPON

TRAIT AND RANGE

DAMAGE AND TYPE

☐ PRIMARY ☐ SECONDARY

☐ ACTIVE ☒ ☐ ☐

FEATURE

WEAPON

TRAIT AND RANGE

DAMAGE AND TYPE

☐ PRIMARY ☐ SECONDARY

☐ ACTIVE ☒ ☐ ☐ ☒

FEATURE

WEAPON

TRAIT AND RANGE

DAMAGE AND TYPE

☒ PRIMARY ☐ SECONDARY

☐ ACTIVE ☒ ☐ ☐

FEATURE

WEAPON

TRAIT AND RANGE

DAMAGE AND TYPE

☐ PRIMARY ☐ SECONDARY

☐ ACTIVE ☒ ☐ ☐

FEATURE

ARMOR


BASE THRESHOLDS


BASE ARMOR SCORE


FEATURE


INVENTORY


GOLD











CHEST

BAG

HANDFUL

COIN

STASHED

ADVANCEMENTS

ADVANCEMENT	TIER 2	TIER 3	TIER 4
TRAITS (+1 TO TWO)	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINT (+1)	<div><div></div><div></div></div>	<div><div></div><div></div></div>	<div><div></div><div></div></div>
STRESS (+1)	<div><div></div><div></div></div>	<div><div></div><div></div></div>	<div><div></div><div></div></div>
EXPERIENCES (+1 TO TWO)	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>
DOMAIN CARD (+1)	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>
EVASION (+1)	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>
ENHANCED SUBCLASS		<div><div></div></div>	<div><div></div></div>
PROFICIENCY (+1, COSTS BOTH)		<div><div></div><div></div></div>	<div><div></div><div></div></div>
MULTICLASSING (COSTS BOTH)		<div><div></div><div></div></div>	

NOTES

NOTES

CLASS AND SUBCLASS FEATURES

CLASS

DOMAINS

SUBCLASS

SPELLCAST TRAIT

CLASS AND SUBCLASS FEATURES

DESCRIPTION

DESCRIPTION

DOMAIN CARD

RECALL

LEVEL

DOMAIN

TYPE

EFFECTS

LOADOUT

DOMAIN CARD

RECALL

LEVEL

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TYPE

EFFECTS

LOADOUT

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

LOADOUT

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