



NAME

PRONOUNS


2025-11-19




EVASION















ARMOR



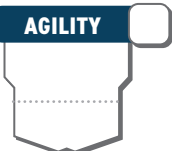
LEVEL



TIER

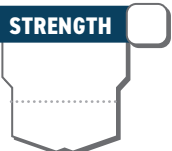


AGILITY



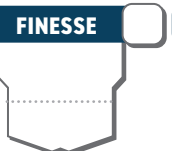
SPRINT, LEAP, MANEUVER

STRENGTH



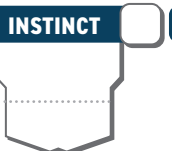
LIFT, SMASH, GRAPPLE

FINESSE



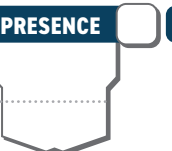
CONTROL, HIDE, TINKER

INSTINCT



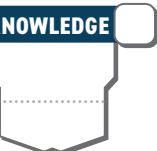
PERCEIVE, SENSE, NAVIGATE

PRESENCE



CHARM, PERFORM, DECEIVE


KNOWLEDGE



RECALL, ANALYZE, COMPREHEND


DAMAGE THRESHOLDS AND HP

MINOR DAMAGE




MARK 1 HP

MAJOR DAMAGE




MARK 2 HP

SEVERE DAMAGE




MARK 3 HP

HP / MAX.



STRESS / MAX.



HOPE AND EXPERIENCES

HOPE / MAX.



CLASS HOPE FEATURE

EXPERIENCE OR: SPEND HOPE TO HELP AN ALLY

BONUS

HERITAGE FEATURES

ANCESTRY

COMMUNITY

HERITAGE FEATURES



PROFICIENCY

ACTIVE EQUIPMENT

PRIMARY WEAPON

TRAIT AND RANGE

DAMAGE AND TYPE

FEATURE

SECONDARY WEAPON

TRAIT AND RANGE

DAMAGE AND TYPE

FEATURE

ARMOR

BASE THRESHOLDS

BASE ARMOR SCORE

FEATURE

INVENTORY EQUIPMENT



PRIMARY

SECONDARY

INVENTORY WEAPON

TRAIT AND RANGE

DAMAGE AND TYPE

FEATURE



PRIMARY

SECONDARY

INVENTORY WEAPON

TRAIT AND RANGE

DAMAGE AND TYPE

FEATURE

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

LOADOUT

DOMAIN CARD

RECALL

LEVEL

DOMAIN

TYPE

EFFECTS

LOADOUT

DOMAIN CARD

RECALL

LEVEL

DOMAIN

TYPE

EFFECTS

LOADOUT

DOMAIN CARD

RECALL

LEVEL

DOMAIN

TYPE

EFFECTS

LOADOUT

DOMAIN CARD

RECALL

LEVEL

DOMAIN

TYPE

EFFECTS

LOADOUT

DOMAIN CARD

RECALL

LEVEL

DOMAIN

TYPE

EFFECTS

LOADOUT

DOMAIN CARD

RECALL

LEVEL

DOMAIN

TYPE

EFFECTS

LOADOUT

DOMAIN CARD

RECALL

LEVEL

DOMAIN

TYPE

EFFECTS

LOADOUT

DOMAIN CARD

RECALL

LEVEL

DOMAIN

TYPE

EFFECTS

LOADOUT

DOMAIN CARD

RECALL

LEVEL

DOMAIN

TYPE

EFFECTS

LOADOUT

DOMAIN CARD

RECALL

LEVEL

DOMAIN

TYPE

EFFECTS

LOADOUT

DOMAIN CARD

RECALL

LEVEL

DOMAIN

TYPE

EFFECTS

LOADOUT

DOMAIN CARD

RECALL

LEVEL

DOMAIN

TYPE

EFFECTS

LOADOUT

DOMAIN CARD

RECALL

LEVEL

DOMAIN

TYPE

EFFECTS

LOADOUT

DOMAIN CARD

RECALL

LEVEL

DOMAIN

TYPE

EFFECTS

LOADOUT

DOMAIN CARD

RECALL

LEVEL

DOMAIN

TYPE

EFFECTS

LOADOUT

DOMAIN CARD

RECALL

LEVEL

DOMAIN

TYPE

EFFECTS

LOADOUT

DOMAIN CARD

RECALL

LEVEL

DOMAIN

TYPE

EFFECTS

LOADOUT