Level 1

Animal Companion
- You have a supernatural connection with a loyal animal companion. Choose from: boar, hawk, owl, panther, or wolf (or consult with the GM).
- Your animal companion has AC 12 and 10 HP. It moves and acts on your turn, and can make one bite or claw attack (+2 to hit, 1d4+2 damage).
- Your animal companion gains 3 HP every time you level up.

Level 2

Improved Targeting
- You gain a permanent +2 attack bonus to attack rolls you make with ranged weapons, on top of your usual attack modifier.

Action Surge *(twice per day)*
- You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action, on top of your regular action.

Level 3

Goodberry *(once per day)*
- Ten magical berries appear in your hand. Eating a berry restores 1 HP. The berries lose their potency if they have not been consumed within 24 hours.

Animal Companion Upgrade
- Your animal companion's attack has +3 to hit and 1d6+3 damage.

Level 4

Wilderness Expertise
- You have advantage on checks when you attempt to find, identify, or follow tracks; to chart a safe course through hazardous terrain; or to predict the weather.

Ability Score Upgrade
- Increase one ability score by 2, or increase two ability scores by 1 each, up to a maximum of 18. Check to see if the ability modifier(s) also change.

Level 5

Extra Attack
- You can attack twice, instead of once, whenever you take the attack action.

Proficiency Upgrade
- Your attack modifiers all increase by +1.
- Every skill or saving throw that has a filled in circle increases by +1.

RANGER

■ HERO INFO SHEET ■

What is your name, hero?

What is the first thing people notice about you?

Level

* *You gain new skills and abilities over time, as shown on the back cover of this booklet.*
In addition, your HP maximum increases by 5 + your CON modifier every time you level up.