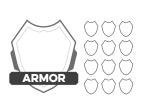
RANGER X S **BONE & SAGE** 

HERITAGE

SUBCLASS









Maneuver

NAME

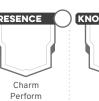






**ACTIVE WEAPONS** 

**PRONOUNS** 



Deceive

Recall Analyze Comprehend

SECONDARY

## **DAMAGE & HEALTH**

Add your current level to your damage thresholds.



**MAJOR** DAMAGE Mark 2 HP



DAMAGE







Spend a Hope to use an experience or help an ally.



Hold Them Off: Spend 3 Hope when you succeed on an attack with a weapon to use that same roll against two additional adversaries within range of the attack.

## **EXPERIENCE**

# **GOLD**

HANDFULS





## **CLASS FEATURE**

## **RANGER'S FOCUS**

Spend a Hope and make an attack against a target. On a success, deal your attack's normal damage and temporarily make the attack's target your Focus. Until this feature ends or you make a different creature your Focus, you gain the following benefits against your Focus:

- You know precisely what direction they are in.
- When you deal damage to them, they must mark a Stress.
- When you fail an attack against them, you can end your Ranger's Focus feature to reroll your Duality Dice.

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ACTIVE ARMOR	
MAJOR	SEVERE
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BASE THRESH	OLDS BASE SCORE
INVENTORY	
	ACTIVE ARMOR MAJOR  BASE THRESH

## **INVENTORY WEAPON** PRIMARY NAME TRAIT & RANGE DAMAGE DICE & TYPE

NAME	TRAIT & RANGE		DAMAGE	DICE & TYPE
			* * * *	
NVENTORY WEAPON		$\bigcirc$	PRIMARY	SECONDARY
FEATURE				

FEATURE

ANCESTRY:	DOMAIN CARD:
FEATURE	DOMAIN TYPE RECALL  FEATURE
COMMUNITY:  FEATURE	DOMAIN CARD:  DOMAIN TYPE RECALL  FEATURE
SUBCLASS:  FOUNDATION   SPECIALIZATION   MASTERY  CLASS SPELLCAST TRAIT  FEATURE	DOMAIN CARD:  DOMAIN TYPE RECALL  FEATURE
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### **SUGGESTED TRAITS**

+2 Agility, 0 Strength, +1 Finesse, +1 Instinct, -1 Presence, 0 Knowledge

### SUGGESTED PRIMARY WEAPON

Shortbow - Agility Far - d6+3 phy - Two-Handed

## **SUGGESTED ARMOR**

Leather Armor - Thresholds 6/13 - Score 3

### **INVENTORY**

#### TAKE:

a torch, 50 feet of rope, basic supplies, and a handful of gold

### THEN CHOOSE BETWEEN:

a Minor Health Potion **OR** a Minor Stamina Potion

### **AND EITHER:**

a trophy from your first kill **OR** a seemingly broken compass

### **CHARACTER DESCRIPTION**

Choose one (or more) from each line, or write your own description.

**Clothes that are:** flowing, muted, natural, stained, tactical, tight, woven

**Eyes like:** carnations, earth, endless ocean, fire, ivy, lilacs, night, seafoam, winter

**Body that's:** broad, carved, curvy, lanky, rotund, short, stocky, tall, thin, tiny, toned

**Skin the color of:** ashes, clover, falling snow, fine sand, obsidian, rose, sapphire, wisteria

**Attitude like:** a child, a ghost, a survivalist, a teacher, a watchdog

## **BACKGROUND QUESTIONS**

Answer any of the following background questions. You can also create your own questions.

A terrible creature hurt your community, and you've vowed to hunt them down. What are they, and what unique trail or sign do they leave behind?

Your first kill almost killed you, too. What was it, and what part of you was never the same after that event?

You've traveled many dangerous lands, but what is the one place you refuse to go?

Then work with the GM to generate two starting Experiences for your character.

### **CONNECTIONS**

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

What friendly competition do we have?

Why do you act differently when we're alone than when others are around?

What threat have you asked me to watch for, and why are you worried about it?

## TIER 2: LEVELS 2-4

At level 2, gain an additional Experience at +2 and gain a +1 bonus to your Proficiency.

Choose two options from the list below and mark them.

Gain a +1 bonus to two unmarked characte
 traits and mark them.

Permanently gain one Hit Point slot.

Permanently gain one Stress slot.

Permanently gain a +1 bonus to two Experiences.

Choose an additional domain card of your level or lower from a domain you have access to (up to level 4).

Permanently gain a +1 bonus to your Evasion.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.



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## TIER 3: LEVELS 5-7

At level 5, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

	Gain a +1 bonus to two unmarked character traits and mark them.
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Permanently gain one Hit Point slot.

Permanently gain one Stress slot.

Permanently gain a +1 bonus to two Experiences.

Choose an additional domain card of your level or lower from a domain you have access to (up to level 7).

Permanently gain a +1 bonus to your Evasion.

Take an upgraded subclass card. Then cross out the multiclass option for this tier.

Increase your Proficiency by +1.

Multiclass: Choose an additional class for your character, then cross out an unused "Take an upgraded subclass card" and the other multiclass option on this sheet.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

## **TIER 4:** LEVELS 8-10

At level 8, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

Gain a +	-1 bonus to two unmarked character nd mark them.
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Permanently gain one Hit Point slot.

Permanently gain one Stress slot.

-	, ,
	Permanently gain a +1 bonus to two Experiences.

Choose an additional domain card of your level or lower from a domain you have

Permanently gain a +1 bonus to your Evasion.

Take an upgraded subclass card. Then
cross out the multiclass option for this tier.

Increase your Proficiency by +1.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.