



AGILITY	STRENGTH	FINESSE	INSTINCT	PRESENCE	KNOWLEDGE
Sprint Leap Maneuver	Lift Smash Grapple	Control Hide Tinker	Perceive Sense Navigate	Charm Perform Deceive	Recall Analyze Comprehend

Add your current level to your damage thresholds.

The diagram illustrates the progression of damage levels through three stages, each represented by a dark grey rectangular block with a white arrow pointing to the right. The first block is labeled 'MINOR DAMAGE' and 'Mark 1 HP'. The second block is labeled 'MAJOR DAMAGE' and 'Mark 2 HP'. The third block is labeled 'SEVERE DAMAGE' and 'Mark 3 HP'.

HP

STRESS

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





HANDEFULS
BAGS
CHEST

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.

PROFICIENCY ● ○ ○ ○ ○ ○

PRIMARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
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FEATURE

SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
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FEATURE

MAJOR	SEVERE
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NAME	BASE THRESHOLDS	BASE SCORE
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FEATURE

INVENTORY

☐ PRIMARY ☐ SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
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FEATURE

INVENTORY WEAPON

☐ PRIMARY ☐ SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE
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FEATURE

ANCESTRY:

FEATURE

FEATURE

DOMAIN CARD:

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

SUBCLASS:

FOUNDATION | SPECIALIZATION | MASTERY

CLASS

SPELLCAST TRAIT

FEATURE

DOMAIN CARD:

DOMAIN

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FEATURE

RANGER
CHARACTER GUIDE

As a ranger, your keen eyes and graceful haste make you indispensable when tracking down enemies and navigating the wilds.

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 character
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.

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.
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
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.
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.

