



RANGER COMPANION



Start at 10

COMPANION NAME

Work with the GM to decide what kind of animal you have as your companion. Give them a name and draw or attach a picture of them in the space above. Then create two Experiences for your companion based on their training and the history you have together. Finally, describe their method of dealing damage (their standard attack) and record it in the "Attack & Damage" section. Their damage starts at d6 and their range starts at Melee.

COMPANION EXPERIENCE

Start with +2 in two Experiences. Whenever you gain a new Experience, your companion also gains one. All new Experiences start at +2.

Example Companion Experiences

Bold Distraction, Expert Climber, Fetch, Friendly, Guardian of the Forest, Horrifying, Intimidating, Loyal Until the End, Navigation, Nimble, Nobody Left Behind, On High Alert, Protective, Royal Companion, Scout, Service Animal, Trusted Mount, Vigilant, We Always Find Them, You Can't Hit What You Can't Find

Make a **Spellcast Roll** to connect with your companion and command them to take action. **Spend a Hope** to add an applicable Companion Experience to the roll. On a success with Hope, if your next action builds on their success, you gain advantage on the roll.

ATTACK & DAMAGE

Standard Attack Range
 d6 d8 d10 d12

When you command your companion to attack, they gain any benefits that would normally only apply to you (such as the effects of "Ranger's Focus"). On a success, their damage roll uses your Proficiency and their damage die.

STRESS

STRESS:

When your companion would take any amount of damage, they mark a Stress. When they mark their last Stress, they drop out of the scene (by hiding, fleeing, or a similar action). They remain unavailable until the start of your next long rest, where they return with 1 Stress cleared.

When you choose a downtime move that clears Stress on yourself, your companion clears an equal number of Stress.

TRAINING

When your character levels up, choose one available option for your companion from the following list and mark it here.

- Intelligent:** Your companion gains a permanent +1 bonus to a Companion Experience of your choice.
- Light in the Dark:** Use this as an additional Hope slot your character can mark.
- Creature Comfort:** Once per rest, when you take time during a quiet moment to give your companion love and attention, you can gain a Hope or you can both clear a Stress.
- Armored:** When your companion takes damage, you can mark **one of your Armor Slots** instead of marking one of their Stress.
- Vicious:** Increase your companion's damage dice or range by one step (d6 to d8, Close to Far, etc.).
- Resilient:** Your companion gains an additional Stress slot.
- Bonded:** When you mark your last Hit Point, your companion rushes to your side to comfort you. Roll a number of **d6s** equal to the unmarked Stress slots they have and mark them. If any roll a 6, your companion helps you up. Clear your last Hit Point and return to the scene.
- Aware:** Your companion gains a permanent +2 bonus to their Evasion.

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.

