The Ranger

Level:

XP: ❑ (Next level at __+current level)

Name: _____

Elf: *Throndir, Elrosine, Aranwe, Celion, Dambrath, Lanethe, Befenral, Fenlorsen, Kindramil*
Human: *Jonah, Eloise, Halek, Brandon, Marceline, Emory, Shrike, Nora, Diana*
Halfing: *Edan, Owen, Maered, Rhoswen, Shem, Gower, Kedrah, Therys, Bannegan*
Dwarf: *Morg, Karsk, Helmi, Alda, Bjogan, Rilla, Ysolt, Gendrig, Kohl*

Alignment

❑ Chaotic
Free someone from literal or figurative bonds.

❑ Good
Endanger yourself to combat an unnatural threat.

❑ Neutral
Help an animal or spirit of the wild.

❑ _____

_____

Starting Moves

Hunt and Track
When you **follow a trail of clues left behind by passing creatures,** roll+WIS. ***On a 7+, you follow the creature's trail until there's a significant change in its direction or mode of travel. ***On a 10+, you also choose 1:

- Gain a useful bit of information about your quarry (GM will tell you what)
- Determine what caused the trail to end

Called Shot
When you **attack a defenseless or surprised enemy at range,** you can choose to deal your damage or name your target and roll+DEX:

Head ***10+: As 7–9, plus your damage, ***7-9: They do nothing but stand and drool for a few moments.
Arms ***10+: As 7-9, plus your damage, ***7-9: They drop what they're holding.
Legs ***10+: As 7-9, plus your damage, ***7-9: They're hobbled and slow moving.

Animal Companion
You have a supernatural connection with a loyal animal. You can't talk to it per se but it always acts as you wish it to.

Name your animal companion: _____, and choose a species:

❑ wolf ❑ bear ❑ dog ❑ cat ❑ owl ❑ mule
❑ cougar ❑ eagle ❑ hawk ❑ pigeon ❑ rat ❑ other: _____

Choose a base:

❑ Ferocity +2	Cunning +1	1	Armor	Instinct +1
❑ Ferocity +2	Cunning +2	0	Armor	Instinct +1
❑ Ferocity +1	Cunning +2	1	Armor	Instinct +1
❑ Ferocity +3	Cunning +1	1	Armor	Instinct +2

Choose as many strengths as its ferocity:

❑ fast ❑ intimidating ❑ adaptable ❑ burly ❑ _____
❑ huge ❑ camouflage ❑ ferocious ❑ tireless ❑ _____
❑ calm ❑ keen senses ❑ stealthy ❑ quick reflexes ❑ _____

Your animal companion is trained to fight humanoids. Choose as many additional trainings as its cunning:

❑ travel ❑ scout ❑ labor ❑ perform ❑ _____
❑ guard ❑ hunt ❑ search ❑ fight monsters ❑ _____

Choose as many weaknesses as its instinct:

❑ slow ❑ savage ❑ forgetful ❑ frightening ❑ _____
❑ lame ❑ flighty ❑ stubborn ❑ broken ❑ _____

Command
When you **work with your animal companion on something it's trained in**...

...and you **attack the same target,** add its ferocity to your damage
...and you **Hunt and Track,** add its cunning to your roll
...and you **take damage,** add its armor to your armor
...and you **Discern Realities,** add its cunning to your roll
...and you **Parley,** add its cunning to your roll
...and **someone Interferes with you,** add its instinct to their roll

Look

EYES: *Wild, Sharp, Animal, or* _____
HAIR: *Hooded, Wild, Bald, or* _____
CLOTHES: *Cape, Camouflage, Traveling, or* _____
BODY: *Lithe, Wild, Sharp, or* _____

Assign to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STR ○		**INT** ○	
Strength:	**Weak ❑ -1**	**Intelligence:**	**Stunned ❑ -1**
DEX ○		**WIS** ○	
Dexterity:	**Shaky ❑ -1**	**Wisdom:**	**Confused ❑ -1**
CON ○		**CHA** ○	
Constitution:	**Sick ❑ -1**	**Charisma:**	**Scarred ❑ -1**

HP Max: HP:

Max HP = 8 + Constitution

Damage: D8 + Armor:

Tags:

Race

❑ Elf
When you **Undertake a Perilous Journey through wilderness** whatever job you take you succeed as if you rolled a 10+.

❑ Human
When you **Make Camp in a dungeon or city,** you don't need to consume a ration.

❑ Halfling
When you **consult your knowledge of a plant,** ask the GM, "What happens when you eat it?" and get an honest answer.

❑ Dwarf
You're a master with a crossbow: start with one instead of hunter's bow. When you **use crossbows,** ignore the reload tag.

❑ _____

_____

Bonds

Max Bonds: 4

I've guided _____ before, and I'll collect due payment.
_____ knows the ways of the city better than me; I'll follow their lead so I don't get in trouble again.
_____ has a history of abusing the land—I must keep watch lest they do so again.
I will teach _____ how to survive in the wild.

_____
_____
_____
_____
_____
_____

Gear

You start with:
- **Dungeon Rations** (ration, 5 uses, 1 weight), Uses left: ❑ ❑ ❑ ❑ ❑
- **Adventuring Gear** (5 uses, 1 weight), Uses left: ❑ ❑ ❑ ❑ ❑
- **Leather Armor** (1 armor, worn, 1 weight)
- **Hunter's Bow** (near, far, 1 weight)
  - ↪ *Or if a dwarf:* **Crossbow** (near, +1 damage, reload, 3 weight)
- **Bundle of Arrows** (3 ammo, 1 weight), Ammo left: ❑ ❑ ❑

Choose your backup:
- ❑ **Short Sword** (close, 1 weight)
- ❑ **Spear** (reach, thrown, near, 1 weight)

Choose one:
- ❑ **Dungeon Rations** (ration, 5 uses, 1 weight), Uses left: ❑ ❑ ❑ ❑ ❑
- ❑ **Bundle of Arrows** (3 ammo, 1 weight), Ammo left: ❑ ❑ ❑

Coin: ___ **Load: ___ / ___**

(100 coin = 1 weight) (Your Load is 11+STR)

_____: ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑

_____: ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑

Advanced Moves (Level 2+)

❑ Half-Elven
Requires Human or Elf, and it must be the first advanced move taken
Somewhere in your lineage lies mixed blood and it begins to show its presence. You gain the elf starting move if you took the human one at character creation, or vice versa.

❑ Wild Empathy
You can speak with and understand animals.

❑ Camouflage
When you **keep still in natural surroundings,** enemies never spot you until you make a movement.

❑ Man's Best Friend
When you **allow your animal companion to take a blow that was meant for you,** the damage is negated and your animal companion's ferocity becomes 0. If its ferocity is already 0 you can't use this ability. When you have a few hours of rest with your animal companion its ferocity returns to normal.

❑ Blot Out the Sun
When you **Volley** you may spend extra ammo before rolling. For each point of ammo spent you may choose an extra target. Roll once and apply damage to all targets.

❑ Viper's Strike
When you **strike an enemy with two weapons at once,** add an extra 1d4 damage for your off-hand strike.

❑ Well-Trained
Choose another training for your animal companion.

❑ A Safe Place
When you **set the watch for the night,** everyone takes +1 to Take Watch.

❑ Familiar Prey
When you **Spout Lore about a monster** you use WIS instead of INT.

❑ Follow Me
When you **Undertake a Perilous Journey** you can take two roles. You make a separate roll for each.

❑ Gods Amidst the Wastes
Dedicate yourself to a deity (name a new one or choose one that's already been established): _____. You gain the Commune and Cast a Spell cleric moves. When you select this move, treat yourself as a cleric of level 1 for using spells. Every time you gain a level thereafter, increase your effective cleric level by 1.

Cleric Level:___

Commune
When you **spend uninterrupted time (an hour or so) in quiet communion with your deity,** you:
- Lose any spells already granted to you.
- Are granted all of your rotes, which never count against your limit.
- Are granted new spells of your choice whose total levels don't exceed your own level+1, and none of which is a higher level than your own level.

Cast a Spell
When you **unleash a spell granted to you by your deity,** roll+WIS. ***On** a 10+, the spell is successfully cast and your deity does not revoke the spell, so you may cast it again. ***On** a 7–9, the spell is cast, but choose one:
- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
- Your casting distances you from your deity—take -1 ongoing to cast a spell until the next time you commune.
- After you cast it, the spell is revoked by your deity. You cannot cast the spell again until you commune and have it granted to you.

Advanced Moves (Level 6+)

❑ Hunter's Prey
Replaces: Familiar Prey
When you **Spout Lore about a monster** you use WIS instead of INT. ***On** a 12+, in addition to the normal effects, you get to ask the GM any one question about the subject.

❑ Wild Empathy
Replaces: Wild Speech
You can speak with and understand any non-magical, non-planar creature.

❑ A Safer Place
Replaces: A Safe Place
When you **set the watch for the night** everyone takes +1 to Take Watch. **After a night in camp when you set the watch** everyone takes +1 forward.

❑ Viper's Fangs
Replaces: Viper's Strike
When you **strike an enemy with two weapons at once,** add an extra 1d8 damage for your off-hand strike.

❑ Smaug's Belly
When you **know your target's weakest point** your arrows have 2 piercing.

❑ Unnatural Ally
Your animal companion is a monster, not an animal. Describe it: _____ Give it +2 ferocity and +1 instinct, plus a new training.

❑ Strider
Replaces: Follow Me
When you **Undertake a Perilous Journey** you can take two roles. Roll twice and use the better result for both roles.

❑ Observant
When you **Hunt and Track,** on a 10+ you may also ask one question about the creature you are tracking from the discern realities list for free.

❑ Special Trick
Choose a move from another class. So long as you are working with your animal companion you have access to that move.