RANGER CARD DECK

TALENTS + ANIMAL COMPANIONS

*Customizable Character Class Deck
compatible with 13th Age™, and The Archmage Engine™*

RANGER TALENT

ARCHERY

TALENT	ONCE PER BATTLE

EFFECT

Once per battle, **reroll one of your missed ranged attacks.**

ADVENTURER FEAT — LEARNED

Your *Archery* rerolls gain a +2 attack bonus and the attack's crit range expands by 1.

CHAMPION FEAT — USED · LEARNED

Once per day, you can use *Archery* twice in the same battle.

EPIC FEAT — USED · LEARNED

Once per day, you can turn a normal hit with a ranger ranged attack into a critical hit.

RANGER TALENT

DOUBLE MELEE ATTACK

TALENT

FREE ACTION

Special: You must fight with two one-handed melee weapons.

Trigger: **Your first attack is a natural even roll (hit or miss).**

EFFECT

When fighting with two one-handed melee weapons, your default option is to make a *double melee attack.*

Your weapon damage die drops one notch, usually from d8s to d6s. If your first attack is a natural even roll (hit or miss), you can make a second attack as a free action.

If you decide you don't want to try for a *double melee attack* while fighting with two one-handed weapons, declare it before rolling your attack; the single attack will deal the normal damage dice instead of using reduced damage dice.

RANGER TALENT

DOUBLE RANGED ATTACK

TALENT

FREE ACTION

Trigger: **Your first attack is a natural even roll (hit or miss).**

EFFECT

When you attack with a ranged weapon that does not need to be reloaded, your default option is to make a *double ranged attack.*

Your **weapon damage die drops one notch, usually from d8s to d6s.** If your first attack is a natural even roll (hit or miss), you can make a second attack as a free action.

If you decide you don't want to try for a *double ranged attack* when firing your bow or other ranged weapon, declare it before rolling your attack; the single attack will deal the normal damage dice instead of using reduced damage dice.

Set your duplex (double-sided printing) printer to long-edge binding (left alignment), and print in 100 % without *fit to paper size scaling,* deactivate *borderless printing.* You can also print to one side, turn over the paper, and print to the flipside. Cut along the crop marks (works best with a sharp utility knife or paper/photo trimmer).

You can also laminate the cards using *laminating pouches* in **A7 format** (card size: 74 mm × 105 mm).

RANGER TALENT

ARCHERY

TALENT USED

ONCE PER BATTLE

RANGER CARD DECK

RANGER TALENT

DOUBLE RANGED ATTACK

TALENT

ADVENTURER FEAT   LEARNED

Your second attack gains a +2 attack bonus if it is against a different target.

CHAMPION FEAT   USED   LEARNED

Once per battle, you can use *Double Ranged Attack* after an odd attack roll.

EPIC FEAT   LEARNED

Each turn, you can pop free of one enemy before one attack roll that is part of a *Double Ranged Attack*. You can also use your move action in between your two attacks if you wish.

RANGED WEAPON CATEGORIES

Ranged weapons can be reloaded as part of the standard action in which they are used in an attack. Hand and light crossbows require a quick action to reload. Heavy crossbows require a move action to reload.

RANGER TALENT

DOUBLE MELEE ATTACK

TALENT

ADVENTURER FEAT   LEARNED

Your second attack gains a +2 attack bonus if it is against a different target.

CHAMPION FEAT   USED   LEARNED

Once per battle, use *Double Melee Attack* after an odd attack roll.

EPIC FEAT   LEARNED

Each turn, you can pop free of one enemy before one attack roll that is part of a *Double Melee Attack*. You can also use your move action in between your two attacks if you wish.

TWO-WEAPON FIGHTING

You fight as normal, generally using the weapon in your main hand to attack. If your attack roll is a natural 2, you can reroll the attack but must use the reroll.

FAVORED ENEMY

RANGER TALENT

TALENT

MONSTER TYPE

MONSTER TYPE *(EPIC FEAT)*

EFFECT

Choose a specific monster type (e. g. aberration, beast, construct, demon, dragon, giant, humanoid*, ooze, plant, or undead).

The crit range of your ranger attacks against that type of enemy expands by 2.

*Choosing humanoid: Unlike other favored enemies, choosing humanoid as your favored enemy takes up two ranger class talent slots.

FEY QUEEN'S ENCHANTMENTS

RANGER TALENT

TALENT

EFFECT

Choose one daily or recharge spell of your level or lower from the sorcerer class.

You can cast this spell as if you were a sorcerer (though you can't gather power).

ADVENTURER FEAT   LEARNED

You can choose which ability score you want to use as the attack ability for sorcerer spells you can cast.

CHAMPION FEAT   LEARNED

You can now choose from sorcerer at-will spells.

EPIC FEAT   LEARNED

You gain an additional sorcerer spell of your choice that is your level or lower; a total of two from this talent.

FIRST STRIKE

RANGER TALENT

TALENT

Trigger: **First time you attack an enemy during a battle.**

EFFECT

The first time you attack an enemy during a battle, **your crit range for that attack expands by 2** (usually to 18+). A mob of mooks counts as a single enemy.

ADVENTURER FEAT   LEARNED

The crit range of your *First Strike* attacks expands by 1 (to +3).

CHAMPION FEAT   USED   LEARNED

Once per day, deal triple damage with a *First Strike* crit instead of double damage.

EPIC FEAT   LEARNED

Whenever you hit with a *First Strike* attack, you can reroll your damage once and use the higher roll.

LETHAL HUNTER

RANGER TALENT

TALENT   **ONCE PER BATTLE**

FREE ACTION

EFFECT

Once per battle as a free action, **choose an enemy. The crit range of your attacks against that enemy expands by 2 for the rest of the battle.** A mob of mooks counts as a single enemy.

ADVENTURER FEAT   LEARNED

The crit range of your *Lethal Hunter* attacks expands by 1 (to +3).

CHAMPION FEAT   USED   LEARNED

One battle per day, you can use *Lethal Hunter* against two different enemies.

EPIC FEAT   LEARNED

Your *Lethal Hunter* crits deal triple damage instead of double damage while the escalation die is 3+.

Ranger Talent

FEY QUEEN'S ENCHANTMENTS

TALENT

Ranger Talent

FAVORED ENEMY

TALENT

ADVENTURER FEAT   LEARNED

You can change your *favored enemy by* meditating when you take a full heal-up.

CHAMPION FEAT   LEARNED

Your crit range for attacks against *favored enemies* expands by 1 (to +3).

EPIC FEAT   LEARNED

Choose a second non-humanoid monster type as a *favored enemy.*

Ranger Talent

LETHAL HUNTER

TALENT USED

ONCE PER BATTLE

Ranger Talent

FIRST STRIKE

TALENT

RANGER EX CATHEDRAL

Ranger Talent

TALENT

EFFECT

Choose one daily or recharge spell of your level or lower from the cleric class.

You can cast this spell as if you were a cleric.
You can change your chosen spell each time you take a full heal-up.

ADVENTURER FEAT — USED / LEARNED

You can cast the cleric class feature *heal spell* once per battle.

CHAMPION FEAT — LEARNED

You can now choose from cleric at-will spells.

EPIC FEAT — LEARNED

You gain an additional cleric spell of your choice that is your level or lower; a total of two from this talent.

RANGER'S PET

Ranger Talent

NAME

ANIMAL OR CREATURE

Choose two of the following abilities for your familiar:

AGILE — LEARNED

You gain a +2 bonus to Dexterity skill checks.

ALERT / INSIGHTFUL — LEARNED

You gain a +2 bonus to Wisdom skill checks.

COUNTER-BITE — LEARNED

Each battle, if your familiar is close to you, it bites the first enemy that hits you with a melee attack after that attack, dealing 1d4 damage per level (no attack roll) to that enemy.

FLIGHT — LEARNED

Flies as well as an overly cerebral hawk, which might in fact be precisely correct. It doesn't fly that often and usually sticks with you, but it can do so when its other abilities allow.

MIMIC — LEARNED

One battle per day, you gain the use of the racial power (without feats) of one nearby ally.

TRACKER

Ranger Talent

TALENT — **BACKGROUND**

EFFECT

You have the *Tracker background* **at its full possible bonus of +5,** without having to spend your normal background points on it.

You are an expert wilderness tracker, capable of reading clues from the environment that others can't perceive. Tracking doesn't work well, however, in heavily traveled urban environments.

TERRAIN STUNT

In addition, you have the *terrain stunt* power.
Use the corresponding tracker talent power card.

CHAMPION FEAT — LEARNED

You can track as well in urban areas as you do in the wilderness.

EPIC FEAT — LEARNED

You can track flying creatures and creatures that normally wouldn't be trackable, and there's the possibility that even teleports give you a sense of direction.

TERRAIN STUNT

Tracker Power — Ranger Talent

TALENT — **ONCE PER BATTLE**

QUICK ACTION

Trigger: At the start of each battle in a non-urban environment, roll a d6. Any time after the escalation die reaches that number, you'll be able execute a *terrain stunt.*

EFFECT

Normally you can only use *terrain stunt* once per battle, but circumstances, geography, or excellent planning may suggest that you can pull it off more than once.

Terrain stunts are improvisational effects that play off your preternatural understanding of the wilderness and all the diverse forms of the natural world. Things like knocking a hornets nest no one had noticed onto your enemy's head, maneuvering a foe onto a soggy patch of ground that slows them down, shooting the cap off a mushroom spore in a dungeon that erupts on your enemies, getting your enemy's sword wedged into a stalactite, finding the tree branch that lets you vault up to attack the flying demon that thought it was out of axe range, and similar types of actions.

RANGER TALENT

POISONOUS LEARNED

Once per battle, when you hit an enemy engaged with you, add 5 ongoing poison damage per tier to the damage roll.

SCOUT LEARNED

Once per day, your familiar can separate itself from you and make a reconnaissance run of an area or location, and it may even manage that feat unseen (easy skill check for the environment to get your familiar to scout unseen).

TOUGH LEARNED

You gain a +1 save bonus; *tough* counts as two familiar abilities if you choose it.

TALKATIVE LEARNED

Your familiar can talk like a person; but note that the GM speaks for the familiar more than you do.

ADVENTURER FEAT LEARNED

Your pet gains a third ability.

CHAMPION FEAT LEARNED

Your pet gains a fourth ability.

EPIC FEAT LEARNED

Your pet gains a fifth ability.

see page 149–150

The creature is your pet or friend instead of your familiar.
Your pet is fully natural rather than partially magical.

RANGER TALENT

RANGER EX CATHEDRAL

TALENT

Tracker Power   RANGER TALENT

TERRAIN STUNT

TALENT USED

ONCE PER BATTLE

ADVENTURER FEAT LEARNED

Your grasp of the way the world is put together increases; you now can use *terrain stunt* in urban environments.

RANGER TALENT

TRACKER

TALENT

TWO-WEAPON MASTERY

TALENT

Special: You must fight with two one-handed melee weapons.

EFFECT

You gain a +1 attack bonus when fighting with a one-handed melee weapon in each hand.

ADVENTURER FEAT   LEARNED

When you fight with two one-handed melee weapons, increase the damage you deal with missed attacks by adding your level to it. Most of your basic melee attacks, therefore, will deal double your level as miss damage.

CHAMPION FEAT   LEARNED

If you fight with two one-handed melee weapons, whenever an enemy makes a melee attack against you and rolls a natural 1, you can make an opportunity attack against that foe as a free action.

EPIC FEAT   USED   LEARNED

One battle per day, increase the damage you deal with missed attacks to triple your level instead of double your level (from *Two-Weapon Mastery*).

ANIMAL COMPANION

LEVEL	STATS					
	ATTACK VS. AC	DAMAGE	AC	PD (MD)	MD (PD)	HP
0	+5	1d8	16	14	10	20
1	+6	1d10	17	15	11	27
2	+7	2d6	18	16	12	36
3	+9	3d6	19	17	13	45
4	+10	4d6	21	19	15	54
5	+11	5d6	22	20	16	72
6	+13	6d6	23	21	17	90
7	+14	7d6	25	23	19	108
8	+15	8d6	26	24	20	144
9	+17	9d6	27	25	21	180
10	+18	10d6	28	26	22	216

POWER PROGRESSION

RANGER	TALENTS
Level 1	3
Level 2	3
Level 3	3
Level 4	3
Level 5	4
Level 6	4
Level 7	4
Level 8	5
Level 9	5
Level 10	5

MELEE ATTACK

BASIC ATTACK   AT-WILL

Target: One enemy

Attack: Strength OR Dexterity + Level vs. AC

HIT

Weapon + Strength damage

MISS

Damage equal to your level

RANGED ATTACK

BASIC ATTACK   AT-WILL

Target: One enemy

Attack: Dexterity + Level vs. AC

HIT

Weapon + Dexterity damage

MISS

Damage equal to your level

ARMOR AND AC

Armor Type	None	Light	Heavy	Shield
Base AC	10	14	15	+1
Attack Penalty	—	—	−2	−2

RANGER TALENT

ADVENTURER FEAT	USED ◇ LEARNED ✧
Once per day, your animal companion can attack twice in a round with a standard action.

ADVENTURER FEAT	USED ◇ LEARNED ✧
Once per battle, your animal companion can turn a disengage success by an enemy it is engaged with into a failure.

ADVENTURER FEAT	USED ◇ LEARNED ✧
Once per day, reroll one of your animal companion's missed attack rolls.

ADVENTURER FEAT	LEARNED ✧
Your animal companion adds the escalation die to its attacks.

CHAMPION FEAT	USED ◇ LEARNED ✧
Once per day, your animal companion can force an enemy to reroll an attack that hit it.

CHAMPION FEAT	LEARNED ✧
Your Lethal Hunter talent also applies to your animal companion.

CHAMPION FEAT	LEARNED ✧
Increase your animal companion's Physical Defense and Mental Defense by +1.

EPIC FEAT	LEARNED ✧
Increase your animal companion's damage die by one size (for example, from d6s to d8s, or d8s to d10s).

EPIC FEAT	LEARNED ✧
Increase your animal companion's AC by +1.

RANGER TALENT

TWO-WEAPON MASTERY

TALENT

TWO-WEAPON FIGHTING

You fight as normal, generally using the weapon in your main hand to attack. If your attack roll is a natural 2, you can reroll the attack but must use the reroll.

RANGER WEAPONS

MELEE WEAPONS

ONE-HANDED	TWO-HANDED
SMALL	
1d4 dagger	1d6 club, staff
LIGHT OR SIMPLE	
1d6 short sword, hand axe	1d8 spear
HEAVY OR MARTIAL	
1d8 longsword, battleaxe	1d10 greatsword, greataxe

RANGED WEAPONS

THROWN	CROSSBOW	BOW
SMALL		
1d4 dagger	1d4 hand crossbow	—
LIGHT OR SIMPLE		
1d6 javelin, axe	1d6 light crossbow	1d6 shortbow
HEAVY OR MARTIAL		
—	1d8 heavy crossbow	1d8 longbow

RANGER POWER PROGRESSION

POWER PROGRESSION

RANGER ANIMAL COMPANION
BEAR

Also: Giant Badger, Wolverine

ACTS AFTER RANGER

STANDARD & MOVE ACTION *no quick action*

ADVANTAGE

The bear gains temporary hit points equal to its level each time it hits with an attack.

CHAMPION FEAT LEARNED ☆

The temporary hit points increase to double its level.

NAME

ATTACK VS. AC	DAMAGE	AC	PD (MD)	MD (PD)

LEVEL		HP	

RANGER ANIMAL COMPANION
BOAR

Also: Spiky Lizard

ACTS BEFORE RANGER

STANDARD & MOVE ACTION *no quick action*

ADVANTAGE

The boar gains a +1 attack bonus when it moves before its attack during the same turn.

NAME

ATTACK VS. AC	DAMAGE	AC	PD (MD)	MD (PD)

LEVEL		HP	

RANGER ANIMAL COMPANION
EAGLE

Also: Falcon, Hawk, Owl, Vulture

ACTS BEFORE RANGER

STANDARD & MOVE ACTION *no quick action*

ADVANTAGE

It flies! Its melee damage die is dropped by one size (d6 at level 0).

NAME

ATTACK VS. AC	DAMAGE	AC	PD (MD)	MD (PD)

LEVEL		HP	

RANGER ANIMAL COMPANION
PANTHER

Also: Lion, Tiger

ACTS BEFORE RANGER

STANDARD & MOVE ACTION *no quick action*

ADVANTAGE

The panther's crit range expands by 2 against enemies with lower initiative.

NAME

ATTACK VS. AC	DAMAGE	AC	PD (MD)	MD (PD)

LEVEL		HP	

RANGER ANIMAL COMPANION

BOAR

ANIMAL COMPANION RULES

RECOVERIES: Add two recoveries to your total recoveries. You can use a recovery on yourself or your animal companion.

ACTIONS: Your animal companion acts on your initiative turn, either immediately before or after you, depending on the animal type. Your animal companion gets a move action and a standard action, but not a quick action.

If your powers care about the "first time you attack an enemy," an attack by your animal companion counts as your attack.

ANIMAL HARM: Your animal companion can be healed like an ally. If it gets healed without you being healed, it uses one of your recoveries. When you use a recovery while next to your animal companion (including being engaged with the same enemy), your animal companion is also healed using a free recovery.

Your animal companion follows PC rules for falling unconscious at 0 hp and dying after four failed death saves or when its negative hit points equal half its normal hit points. If your animal companion dies, you can summon another one. If you're still on the same adventure, you can call a new animal companion the next day, but it will be one level lower than an animal companion would normally be. At the start of a new adventure, or when you gain a level, bump the companion up to its proper level.

STATS & LEVELS: Your animal companion is always one level lower than you.

RANGER ANIMAL COMPANION

BEAR

ANIMAL COMPANION RULES

RECOVERIES: Add two recoveries to your total recoveries. You can use a recovery on yourself or your animal companion.

ACTIONS: Your animal companion acts on your initiative turn, either immediately before or after you, depending on the animal type. Your animal companion gets a move action and a standard action, but not a quick action.

If your powers care about the "first time you attack an enemy," an attack by your animal companion counts as your attack.

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STATS & LEVELS: Your animal companion is always one level lower than you.

RANGER ANIMAL COMPANION

PANTHER

ANIMAL COMPANION RULES

RECOVERIES: Add two recoveries to your total recoveries. You can use a recovery on yourself or your animal companion.

ACTIONS: Your animal companion acts on your initiative turn, either immediately before or after you, depending on the animal type. Your animal companion gets a move action and a standard action, but not a quick action.

If your powers care about the "first time you attack an enemy," an attack by your animal companion counts as your attack.

ANIMAL HARM: Your animal companion can be healed like an ally. If it gets healed without you being healed, it uses one of your recoveries. When you use a recovery while next to your animal companion (including being engaged with the same enemy), your animal companion is also healed using a free recovery.

Your animal companion follows PC rules for falling unconscious at 0 hp and dying after four failed death saves or when its negative hit points equal half its normal hit points. If your animal companion dies, you can summon another one. If you're still on the same adventure, you can call a new animal companion the next day, but it will be one level lower than an animal companion would normally be. At the start of a new adventure, or when you gain a level, bump the companion up to its proper level.

STATS & LEVELS: Your animal companion is always one level lower than you.

RANGER ANIMAL COMPANION

EAGLE

ANIMAL COMPANION RULES

RECOVERIES: Add two recoveries to your total recoveries. You can use a recovery on yourself or your animal companion.
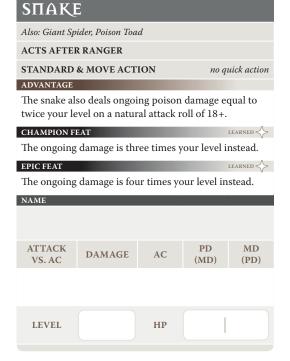
ACTIONS: Your animal companion acts on your initiative turn, either immediately before or after you, depending on the animal type. Your animal companion gets a move action and a standard action, but not a quick action.

If your powers care about the "first time you attack an enemy," an attack by your animal companion counts as your attack.

ANIMAL HARM: Your animal companion can be healed like an ally. If it gets healed without you being healed, it uses one of your recoveries. When you use a recovery while next to your animal companion (including being engaged with the same enemy), your animal companion is also healed using a free recovery.

Your animal companion follows PC rules for falling unconscious at 0 hp and dying after four failed death saves or when its negative hit points equal half its normal hit points. If your animal companion dies, you can summon another one. If you're still on the same adventure, you can call a new animal companion the next day, but it will be one level lower than an animal companion would normally be. At the start of a new adventure, or when you gain a level, bump the companion up to its proper level.

STATS & LEVELS: Your animal companion is always one level lower than you.

RANGER ANIMAL COMPANION

SNAKE

Also: Giant Spider, Poison Toad

ACTS AFTER RANGER

STANDARD & MOVE ACTION   *no quick action*

ADVANTAGE

The snake also deals ongoing poison damage equal to twice your level on a natural attack roll of 18+.

CHAMPION FEAT   LEARNED ◇

The ongoing damage is three times your level instead.

EPIC FEAT   LEARNED ◇

The ongoing damage is four times your level instead.

NAME

ATTACK VS. AC	DAMAGE	AC	PD (MD)	MD (PD)

LEVEL		HP	

RANGER ANIMAL COMPANION

WOLF

Also: Big Dog, Coyote, Hyena, Jackal

ACTS AFTER RANGER

STANDARD & MOVE ACTION   *no quick action*

ADVANTAGE

The wolf gains a +1 attack bonus against enemies its master attacked the same turn, or against enemies engaged with its master.

NAME

ATTACK VS. AC	DAMAGE	AC	PD (MD)	MD (PD)

LEVEL		HP	

RANGER ANIMAL COMPANION

WOLF

ANIMAL COMPANION RULES

RECOVERIES: Add two recoveries to your total recoveries. You can use a recovery on yourself or your animal companion.

ACTIONS: Your animal companion acts on your initiative turn, either immediately before or after you, depending on the animal type. Your animal companion gets a move action and a standard action, but not a quick action.

If your powers care about the "first time you attack an enemy," an attack by your animal companion counts as your attack.

ANIMAL HARM: Your animal companion can be healed like an ally. If it gets healed without you being healed, it uses one of your recoveries. When you use a recovery while next to your animal companion (including being engaged with the same enemy), your animal companion is also healed using a free recovery.

Your animal companion follows PC rules for falling unconscious at 0 hp and dying after four failed death saves or when its negative hit points equal half its normal hit points. If your animal companion dies, you can summon another one. If you're still on the same adventure, you can call a new animal companion the next day, but it will be one level lower than an animal companion would normally be. At the start of a new adventure, or when you gain a level, bump the companion up to its proper level.

STATS & LEVELS: Your animal companion is always one level lower than you.

RANGER ANIMAL COMPANION

SNAKE

ANIMAL COMPANION RULES

RECOVERIES: Add two recoveries to your total recoveries. You can use a recovery on yourself or your animal companion.

ACTIONS: Your animal companion acts on your initiative turn, either immediately before or after you, depending on the animal type. Your animal companion gets a move action and a standard action, but not a quick action.

If your powers care about the "first time you attack an enemy," an attack by your animal companion counts as your attack.

ANIMAL HARM: Your animal companion can be healed like an ally. If it gets healed without you being healed, it uses one of your recoveries. When you use a recovery while next to your animal companion (including being engaged with the same enemy), your animal companion is also healed using a free recovery.

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STATS & LEVELS: Your animal companion is always one level lower than you.