Proficiencies

Weapons Simple melee and ranged, martial melee, elite crossbow

Armor Light armor

Equipment

☑ Any weapon: _____

☑ Any weapon: _____

☑ Hide *(+3 AC, already included)*

☐ Two-handed martial weapon: _____
OR ☐ Heavy shield *(+2 AC, +2 Reflex)*

☐ grave goods *(worth 20gp)* OR ☐ homing pigeon
OR ☐ healer's kit

☑ Dungeoneer's pack *(backpack, bedroll, flint & steel, belt pouch, 10 days rations, waterskin, 2 glowbaskets, 50' rope)*

Loot and Plunder

gold pieces silver pieces copper pieces

In Play

Current HP / Max HP

Bloodied

Recoveries

Recovery Value

Impetus Level 3 Level 7

Short rest (5 mins) *Regain Impetus, spend recoveries to heal*

Stamina Level 5 Level 9

Action Points

Long rest (6 hours) *Regain Stamina, heal to maximum HP, regain all spent recoveries, set Action Points to 1*

Welcome to ...

The Haunt

Spirit Striker

Swamps and sumps are the Haunt's realm, but they will slink from it when there is dangerous game to be hunted.

Name _____ Faith _____

Party _____ Class Ranger

Abilities and Skills

*Distribute **+3, +2, +1, +0 and -1** between abilities, then **add +1 to any one ability**.*

*Train **4 more** skills of your choice. Nature is already trained.*

Strength

☐ Athletics
☐ Endurance

Dexterity

☐ Acrobatics
☐ Initiative
☐ Sleight of Hand
☐ Stealth

Intelligence

☐ Arcana
☐ History
☐ Religion

Wisdom

☐ Dungeoneering
☐ Heal
☐ Insight
☑ Nature
☐ Perception

Charisma

☐ Bluff
☐ Diplomacy
☐ Intimidate
☐ Streetwise

Feats

At levels 4, 7 and 10, add a feat from any you meet the requirements for.

Damage Bonus +1 feat bonus to your damage with weapon and spell attacks. *Level 11,* +2 instead. *Level 21,* +3 instead.

Toughness You gain additional hit points equal to your level (already included).

Ancestry

Level 4

Level 7

Level 10

Other

Other

Talents

At levels 2, 6 and 10, add a talent from any skill you have proficiency in.

Versatile Stride RANGER
Ignore difficult terrain.

Ancestry

Level 2

Level 6

Level 10

Other

Other

Other

Class Features

Hunter When no ally is closer to an enemy than you are, you get +1 to attack rolls against that enemy. You gain this bonus against all enemies who meet these criteria.

Wild Grace Ignore the armor check penalty from hide armor.

Sharp Edge Once per round, do +1d6 damage on a hit. *Level 11* +2d6 instead. *Level 21* +3d6 instead.

Brew Poison After each long rest, you may brew one poison for each point of Stamina you spend. Each poison must be of your level or lower. You cannot brew the same variety of poison twice in the same day. You can give poisons to allies. If any poison is not used by the end of your next long rest, it becomes ineffective.

Powers

▲ *Ambush*.

▲ **Levels 3 and 7 – choose one**

☐ *Will o' the wisp*
☐ *Scything swing*
☐ *Harvest begins*
☐ *Stinging jab*
☐ *Reap the whirlwind*
☐ *Bloodletter*

Ancestry

Paste your ancestry here

Level	Attack (weapon / spell)	AC 🛡	Fort	Reflex 🛡	Will	Skills* (trained / untrained)	HP (bloodied) / recovery	Other	XP for next
1	+7 / +5	16	13	15	12	+5 / +0	34 (17) / 8		1,000
2	+8 / +6	17	14	16	13	+6 / +1	40 (20) / 10	Talent	2,250
3	+9 / +7	18	15	17	14	+6 / +1	46 (23) / 11	Impetus Power	3,750
4	+10 / +8	19	16	18	15	+7 / +2	52 (26) / 13	Feat	5,500
5	+11 / +9	20	17	19	16	+7 / +2	58 (29) / 14	Stamina Power	7,500
6	+12 / +10	21	18	20	17	+8 / +3	64 (32) / 16	Talent	10,000
7	+13 / +11	22	19	21	18	+8 / +3	70 (35) / 17	Feat, Impetus Power	13,000
8	+14 / +12	23	20	22	19	+9 / +4	76 (38) / 19		16,500
9	+15 / +13	24	21	23	20	+9 / +4	82 (41) / 20	Stamina Power	20,500
10	+16 / +14	25	22	24	21	+10 / +5	88 (44) / 22	Talent, Feat	25,500

🛡 +2 AC and Reflex if equipped with a shield. Adjust AC if unarmored.
* Add the relevant ability, for example Strength for Athletics.

Current XP

Rally — Encounter

Standard Action

Effect Spend a recovery and heal your recovery value. You are fortified until the end of your next turn.

1/30

Ambush — ⮝ Encounter

Free Action ⮝ Impetus

Trigger You make a basic or at-will attack against an off-guard enemy.

Effect You get a +3 power bonus to the attack. If it hits, you do +1d6 damage to that enemy.

Level 7 +2d6 damage instead. *Level 17* +3d6 damage instead. *Level 27* +4d6 damage instead.

Special You can use *ambush* multiple times an encounter, spending 1 Impetus each time.

Ranger Level 1
• Martial
2/30

Axe Grind — At-Will

Standard Action

Melee weapon, one target

Attack vs AC

Hit 2dW + double level damage and push the target 1 square.

Level 21 3dW + double level damage instead.

☑ *Hatchet* 1d8 damage
☑ *Battleaxe* 1d10 damage
☑ *Greataxe* 1d12 damage

Armament Level 1
• Axes, Weapon
3/30

Bolt from the Blue — At-Will

Standard Action

Ranged weapon, one target

Attack vs AC

Hit 2dW + double level damage.

Effect Shift 1 square before making the attack.

Level 21 3dW + double level damage instead.

☑ *Crossbow* 1d8 damage
(Ranged 15/30, Loading swift)
☑ *Elite crossbow* 1d10 damage
(Ranged 15/30, Loading swift)

Armament Level 1
• Crossbows, Weapon
4/30

Careful Slice — At-Will

Standard Action

Melee weapon, one target

Attack vs Reflex

Hit 1dW + level damage.

Level 21 2dW + level damage instead.

☑ *Dagger* 1d6 damage
(Melee 1 or Ranged 5/10)
☑ *Misericorde* 1d8 damage
(Melee 1 or Ranged 5/10)
☑ *Rapier* 1d10 damage

Armament Level 1
• Light Blades, Weapon
5/30

Cleaving Slice — At-Will

Standard Action

Melee weapon, one target

Attack vs AC

Hit 2dW + double level damage. An enemy adjacent to the target takes 1dW damage.

Level 21 3dW + double level damage instead. An enemy adjacent to the target still takes 1dW damage.

☑ *Sickle* 1d8 damage
☑ *Scythe* 1d10 damage
☑ *Longsword* 1d10 damage
☑ *Greatsword* 1d12 damage

Armament Level 1
• Heavy Blades, Weapon
6/30

Double Attack — At-Will

Standard Action

Requirement Must have a melee weapon in each hand

Melee weapon, two targets

Attack vs AC

Hit 1dW + level damage.

Level 21 2dW + level damage.

Special Each attack must be with a different melee weapon and against a different target.

Armament Level 1
• Weapon
7/30

Flail About — At-Will

Standard Action

Melee weapon, one target

Attack vs AC

Hit 2dW + double level damage. Then shift 1 square.

Level 21 3dW + double level damage instead.

☑ *Light flail* 1d10 damage
☑ *Heavy flail* 1d12 damage

Armament Level 1
• Flails and Chains, Weapon
8/30

Hammerfall — At-Will

Standard Action

Melee weapon, one target

Attack vs AC

Hit 2dW + double level damage.

Miss Target takes 1dW damage.

Level 21 3dW + double level damage instead.

☑ *Light pick* 1d6 damage
(Melee 1 or Ranged 5/10)

☑ *Warhammer* 1d10 damage

☑ *Maul* 1d12 damage

Armament Level 1
• Picks and Hammers, Weapon — 9/30

Shillelagh — At-Will

Standard Action

Melee weapon, one target

Attack vs AC

Hit 2dW + double level damage and the target is dazed until the end of their next turn.

Level 21 3dW + double level damage instead.

☑ *Club* 1d8 damage

☑ *Greatclub* 1d10 damage

☑ *Light mace* 1d10 damage

☑ *Heavy mace* 1d12 damage

Armament Level 1
• Maces and Clubs, Weapon — 10/30

Sling of Misfortune — At-Will

Standard Action

Ranged weapon, one target

Attack vs AC

Hit 1dW + level damage. Target's speed is reduced by 2 (save ends).

Level 21 2dW + level damage instead.

☑ *Sling* 1d6 damage
(Ranged 10/20, Loading free)

Armament Level 1
• Slings, Weapon — 11/30

Spear Discipline — At-Will

Standard Action

Melee weapon, one target

Attack vs AC

Hit 2dW + double level damage. Any ally adjacent to the target can shift 1 square.

Level 21 3dW + double level damage instead.

☑ *Shortspear* 1d8 damage

☑ *Longspear* 1d12 damage

Armament Level 1
• Spears and Lances, Weapon — 12/30

Staff Sweep — At-Will

Standard Action

Melee weapon, one target

Attack vs AC

Hit 2dW + level damage. Target must save or fall prone.

Level 21 3dW + level damage instead.

☑ *Quarterstaff* 1d10 damage

Armament Level 1
• Staffs, Weapon — 13/30

Assassin's Blood — Consumable

Swift Action

Effect Until your next short rest, any target you hit with a weapon also takes 5 poison damage.

Special If Assassin's Blood is ingested, for 12 hours the target gains vulnerability to poison 5 and loses any poison resistances or immunities they had.

Poison Level 1
• Poison — 14/30

Ballista Frog Poison — Consumable

Swift Action

Effect The next target you hit with a weapon takes 1d6 poison damage and is dazed (save ends).

Special If Ballista Frog Poison is ingested, the target takes 2d6 poison damage.

Poison Level 1
• Poison — 15/30

Pale Tincture — Consumable

Swift Action

Effect The next target you hit with a weapon takes 1d10 poison damage and cannot heal by any means (save ends).

Special If the Pale Tincture is ingested, the target suffers a -4 penalty to all saves and cannot heal for 12 hours.

Poison Level 1
• Poison — 16/30

Assess Defenses — Encounter

Free Action

Trigger You succeed on a lore check to discover a creature's level.

Effect The creature becomes off-guard until the end of their next turn.

Skill (Nature) Level 2

17/30

Bloodletter — Encounter

Standard Action Impetus

Melee or Ranged weapon, one creature

Attack vs AC

Hit 3dW + level damage. Add +1dW damage if either you or the target is bloodied.

Ranger Level 3

• Spirit, Weapon

18/30

Harvest Begins — Encounter

Standard Action Impetus

Melee or Ranged weapon, one creature

Attack vs AC

Hit 3dW + double your level damage and make a secondary attack against all enemies within near burst 1. Secondary Attack vs Will: The target is rattled until the end of their next turn.

Ranger Level 3

• Fear, Spirit, Weapon

19/30

Reap the Whirlwind — Encounter

Reaction Action Impetus

Melee or Ranged weapon, one creature

Trigger A creature attacks an ally of yours

Effect Move up to your speed and make a basic attack against the enemy.

Ranger Level 3

• Spirit, Weapon

20/30

Scything Swing — Encounter

Standard Action Impetus

Near burst 1, all creatures

Attack vs AC

Hit 2dW + your level damage and the target falls prone.

Ranger Level 3

• Fear, Spirit, Weapon

21/30

Stinging Jab — Encounter

Swift Action Impetus

Melee or Ranged weapon, one creature

Attack vs AC

Hit 1dW + your level damage and the target is off-guard (save ends).

Ranger Level 3

• Spirit, Weapon

22/30

Will o' the Wisp — Encounter

Counter Action Impetus

Ranged 10, attacking creature

Trigger An ally is attacked

Attack vs Reflex

Hit 2d8 + level fire damage and the target suffers a -4 penalty to the triggering attack.

Ranger Level 3

• Fire, Spell, Spirit

23/30

Mind Spider Venom — Consumable

Swift Action

Effect The next target you hit with a weapon takes 5 persistent poison damage and is slowed (save ends both).

Special If a creature is in prolonged contact with Mind Spider Venom (e.g. they wear clothes on which it has been placed),they are weakened and gain incorporeal (both for 4 hours).

Poison Level 5

• Poison

24/30

Oil of Taggit — Consumable

Swift Action

Effect Until your next short rest, any target you hit with a weapon takes 1d8 poison damage and is slowed until the end of their next turn.

Special If a creature is in prolonged contact with Oil of Taggit (e.g. they wear clothes on which it has been placed), the creature remains immobilised.

Poison Level 5
• Poison
25/30

Torpor — Consumable

Swift Action

Effect The next target you hit with a weapon takes 2d6 poison damage and is dazed (save ends).

Special If Torpor is ingested, the target is dazed for 12 hours.

Poison Level 5
• Poison
26/30

Lethargy Poison — Consumable

Swift Action

Effect The next target you hit with a weapon is dazed (save ends).

Aftereffect The target is unconscious until disturbed.

Special If Lethargy Poison is ingested, the target falls into a coma for 24 hours.

Poison Level 9
• Poison
27/30

Malice — Consumable

Standard Action

Ranged 5

Attack vs Reflex

Hit 3d10 + level psychic damage and 5 persistent poison damage (save ends). Each time the target fails a saving throw, they make a basic attack against the nearest ally (this does not count against their actions).

Miss Target takes half damage and 5 persistent psychic damage (save ends).

Special If a creature is in prolonged contact with Malice (e.g. they wear clothes on which it has been placed), thye hallucinate a terrible waking nightmare.

Poison Level 9
• Poison
28/30

Manticore Paste — Consumable

Swift Action

Effect Until the end of the encounter, if you are hit by a melee attack, you can make the following attack against your attacker.

Secondary Attack vs Fortitude; on a hit, the target takes 5 persistent poison damage (save ends).

Special If a creature is in prolonged contact with Manticore Paste (e.g. they wear clothes on which it has been placed), their skin hardens and the creature is slowed for 3 hours.

Poison Level 9
• Poison
29/30

Truth Serum — Consumable

Standard Action

Ranged 5

Attack vs Will

Hit Target is controlled (save ends).

Special If the Truth Serum is ingested, the target is controlled (save ends) and cannot knowingly tell a lie for 1 hour.

Poison Level 9
• Poison
30/30

Ranger Feats

Improved Initiative
+4 feat bonus to Initiative checks.

Allied Flank Any target flanked by your allies counts as if you were flanking it for the purposes of your attacks.

Wand Proficiency REPEATABLE
Proficient with a wand: _____

Wand Proficiency REPEATABLE
Proficient with a wand: _____

Skill Training REPEATABLE
Become trained in a skill of your choice.

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Become trained in a skill of your choice.

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Become trained in a skill of your choice.

Skill Training REPEATABLE
Become trained in a skill of your choice.

Seize Advantage Treat immobilized and slowed targets as off-guard. *Level 11,* Deafened and weakened targets are also off-guard.

Improved Step
Whenever you can step, add +2 to the distance you may step.

Quick Switch
You can draw a weapon or wand while making an attack.

Guarded Archery You do not provoke opportunity attacks for making ranged attacks.

Precision Strike
You gain a +1 bonus to attack rolls against off-guard targets.

The Haunt



Nature Talents

Assess Defenses NATURE
Add *Assess defenses* to your powers.

Scent NATURE Unless something interferes with your sense of smell, you know how many creatures – and of which type – are within 12 squares (24 squares downwind, 6 squares upwind). You also become aware of anything else that produces a distinctive or strong odor, although you cannot pinpoint its exact location.

Wilderness Initiative NATURE While in a wilderness environment, you can use Nature instead of Initiative to make initiative checks.

Wild Tongue NATURE You speak the language of a group of animals. With time and exposure, you can learn the languages of other groups of animals as well.

Waterborn NATURE
You gain a swim speed of 6 and can breathe underwater.

Puck — Ancestry

Small fey humanoid



Speed 5 squares

Languages ☑ Common, one of:
☐ Goblin ☐ Dwarvish ☐ Elvish

Hide in a Flash When you make an initiative check, if you are in cover or concealment, you can make a Stealth check to hide (takes no action).

Ancestry Feat Add a puck feat.

Ancestry Talent Add a puck talent.

Puck Feats

Nimbleness
+2 ancestry bonus to AC against opportunity attacks.

Versatile Stride
Ignore difficult terrain.

Darkvision
You can see in darkness or dim light as if it were bright light.

Puck Talents

Deceptive Motion PUCK
Add *Deceptive motion* to your powers.

Disappearing Act PUCK
Add *Disappearing act* to your powers.

Giant Form PUCK
Add *Giant form* to your powers.

Lucky PUCK
Add *Lucky* to your powers.

Sleep Dart PUCK
Add *Sleep dart* to your powers.

Deceptive Motion — Encounter

Free Action

Self

Effect Until the end of your next turn, when you make any attack that normally targets AC, you can choose to target Reflex instead.

Puck — 1/5

Disappearing Act — Encounter

Reaction Action

Self

Trigger You take damage.

Effect Become invisible until the end of your next turn, or until you make an attack (whichever comes sooner).

Puck — 2/5

Giant Form — Encounter

Swift Action

Self

Effect You become Large. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action. Upon using this power, you can spend a recovery to gain temporary hit points equal to your recovery value. While in this form, you receive a +2 power bonus on basic melee attack rolls.

Puck
- Form, Transmutation — 3/5

Lucky — Encounter

Counter Action

Self

Trigger An opponent hits you with an attack.

Effect The opponent must reroll their attack roll and take the second result.

Puck — 4/5

Sleep Dart — Encounter

Standard Action

Ranged 10, one creature

Attack vs Will

Hit The target is slowed (save ends). On its first failed save, the target falls unconscious instead until they take damage or makes a successful save, whichever happens sooner. If the target is still unconscious at the end of the encounter they remain so for an hour or until disturbed (whichever happens sooner).

Special Creatures still unconscious at the end of the encounter sleep for an hour or until disturbed.

Puck — 5/5