

Ranger Helper Sheet

Being the king of the woodlands, the Ranger is able to persuade one forest animal to come with him per Quest. Once that animal dies, the Ranger may not get a new one until the current quest is over. Animals can be healed in the normal fashion and even trigger traps, but they cannot open doors, search for anything, nor disarm anything. To decide what animal accompanies you, one must roll 2 red die, at the start of the Quest. Certain rolls yield certain animals:

2 – 5 ----- Rat
6 – 8 ----- Owl
9 – 10 ----- Python
11 ----- Wolf
12 ----- Bear

Rat

Body – 2
Attack – 1
Defend – 1
Move – 12

Owl

Body – 3
Attack – 1
Defend – 2
Move – 10
Special – "Flight"

Python

Body – 3
Attack – 2
Defend – 2
Move – 8
Special – "Constrict"

Wolf

Body – 4
Attack – 3
Defend – 3
Move – 6

Bear

Body – 5
Attack – 4
Defend – 4
Move – 5
Special – "Gnarl"

Flight – Owl does not trigger traps unless finishing turn upon one. Also, can pass through enemies and Heroes.

Constrict – Upon successful attack, target cannot make a movement on its next turn.

Gnarl – Can attack twice in one turn at the expense of a Body Point.