





DOMAIN CARDS

Untouchable

1 level

Gain a calculated bonus to your Evasion equal to half your Agility.

Nature's Tongue

1 level

When you want to speak to the plants and animals around you, make an **Instinct Roll (12)**. On a success, they'll give you the information they know. On a roll with Fear, their knowledge might be limited or come at a cost. Additionally, before you make a Spellcast Roll while within a natural environment, you can spend a Hope to gain a +2 bonus to the roll.

## Endurance

Gain an calculated Hit Point slot at character creation.

## Reach

Treat any weapon, ability, spell, or other feature that has a Melee range as though it has a Very Close range instead.

## Steady

You have advantage on rolls to traverse dangerous cliffs and ledges, navigate harsh environments, and use your survival knowledge.

## Hold Them Off

**Spend 3 Hope** when you succeed on an attack with a weapon to use that same roll against two additional adversaries within range of the attack.

## Ranger's Focus

**Spend a Hope** and make an attack against a target. On a success, deal your attack's normal damage and temporarily make the attack's target your Focus. Until this feature ends or you make a different creature your Focus:

- you know precisely what direction they are in,
- when you deal damage to them, they must mark a Stress,
- when you fail an attack against them, you can end your Ranger's Focus feature to reroll your Duality Dice.