



DAGGERHEART

RANGER CLASS PACKAGE

THESE MATERIALS ARE FROM **MARCH 12, 2024**. BEFORE STARTING EACH SESSION, WE RECOMMEND CHECKING TO SEE IF THERE ARE ANY UPDATES.

Contained within is everything you need to play the **Ranger** class.
For character creation, you'll only need to **print out pages 2-11** of this package.

When you level up, print out the next applicable level page of this package.

*We welcome you to fill out the Player Survey using the QR code below or
at www.daggerheart.com/play each time you play a session of Daggerheart.
This is the best way to give us feedback about your experience.*



daggerheart.com/play

CHARACTER CREATION

1 CHOOSE A CLASS.

Your class represents what kind of character you'll be playing and will give you access to certain abilities and spells during the game. Take the character sheet specific for this class.

2 CHOOSE A SUBCLASS.

Each class has a number of subclasses to choose from that help better define what kind of focus you'd like your character to have. Take the Foundation card for your chosen subclass.

3 CHOOSE A HERITAGE.

Heritage is made up of both an Ancestry and a Community card. These two cards that establish your physical appearance and the kind of environment you grew up in.

4 SET YOUR TRAITS & EVASION.

Distribute the values -1, 0, 0, +1, +1, +2 across your Character Traits. When rolling, you'll add the value of that Character Trait to the roll. Then record your starting Evasion score.

5 SET YOUR THRESHOLDS & HOPE.

Each class will start with its own Damage Thresholds detailed on the character sheet under the Hit Points section. Record these in their appropriate spaces. Then take 2 Hope to start the game.

6 CHOOSE STARTING WEAPONS.

Decide what kind of weapons you want to start the game with, and record their details in the appropriate spaces.

7 CHOOSE STARTING ARMOR

Take one of the available starting armors, and record its details in the appropriate spaces.

8 TAKE YOUR STARTING INVENTORY.

The starting inventory for your class is listed on your character guide. Record those items in the Inventory section of your character sheet.

9 CHOOSE YOUR DESCRIPTION.

Make choices from the available options on your character guide or create your own. This will help you start to build out your character's look and attitude.

10 TAKE DOMAIN DECK CARDS.

Each class is made up of two different domains, listed below the class name on the character sheet. Choose two cards total from the Level 1 cards in those domains from the domain decks. You may share these decks with other classes. If you do, make sure to talk with them about what cards they're interested in as well.

11 ANSWER BACKGROUND QUESTIONS.

Use the background questions on your character guide as a jumping off point to build out your character's history.

12 GENERATE EXPERIENCE.

Use all of the choices and backstory you've made about your character so far to generate their Experience, a set of narrative words or phrases that represent the kinds of things they've learned or become on their journey so far. Assign one +2 and the other +1 as their starting values.

13 RECORD YOUR NAME & PRONOUNS.

Create a name for your character and choose what pronouns they use. Then share your character with the rest of the table when they're ready.

14 CREATE CONNECTIONS.

Ask any of the Connection questions on your character guide to the other characters at the table, or generate your own. Use this as an opportunity to also discuss how you all met, what brought you together, and why you've decided to travel as a party.



**YOU'RE NOW
READY TO PLAY!**

FIRST NAMES

Alucard, Ambrose, Astrid, Ash, Bellamy, Calder, Calypso, Clover, Chartreuse, Dahlia, Darrow, Deacon, Elowen, Emrys, Fable, Fiorella, Flynn, Gerard, Harlow, Hadron, Indigo, Inara, Jasper, Kai, Kismet, Leo, Marigold, Maverick, Mika, Moon, Nyx, Phaedra, Quill, Raphael, Ronan, Roux, Reza, Saffron, Sierra, Skye, Talon, Thea, Triton, Vala, Velo, Wisteria, Yarrow, Zahara.

REGION NAMES

Watcher's Ravine, Shattered Peaks, Holdland, Daves Pass, Branishar, Crown of the World, South Choir, Xuria, Wilting Valley, Bonecross, Roaming Sea, Mistvale, Hadriel's Wall, Bloomfare, Cloud Isles, Revenance, Mountains of Creation, Sunbearer's Crescent.

FAMILY NAMES

Abbot, Advani, Agoston, Baptiste, Belgarde, Blossom, Chance, Covault, Dawn, Dennison, Drayer, Emrick, Foley, Fury, Gage, Gallamore, Grove, Hartley, Humfleet, Hyland, Jones, Jordon, Knoth, Lagrange, Lockamy, Lyon, Marche, Merrell, Newland, Novak, Orwick, Overholt, Pray, Pyre, Rathbone, Rose, Seagrave, Spurlock, Thorn, Tringle, Warren, Worth, York, Zimarik

PLACE NAMES

Stone's Throw, Golden Goose, Black Willow, Limping Liar, Menagerie, Great Expectations, Wicked Smile, Crow's Nest, Balking Tide, Figero, Idle Fiend, Quiet Magnitude, Nero's Compass, Netherwell, Kross, Hollow Keep, Salute, Hearthbreak, Parting Gift, Fool's Gold.

GOD GENERATOR

Boreo, Hyteria, Solteris, Modar, Ceranova, Fynn, Isoldaer, Jarii, Kroka, Maritov, Zorrak, Syr, Chayoss, Hidnor, Thotalat, Runruse, Xota Fare, Ezotl.

-the God of-

Night, Mountains, Tides, Spring, Victory, Justice, Summer, Storm, Birth, Death, Sleep, Autumn, Peace, Miracles, Fire, Winter, Fame, Shadows, Light.

RANGER

BONE & SAGE

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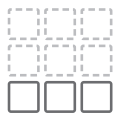


EVASION

Start at 10



ARMOR



HIT POINTS & STRESS

Start at MINOR 4, MAJOR 9, and SEVERE 14.



HP

STRESS

HOPE

Spend Hope to use an experience or help an ally.

EXPERIENCE

GOLD



CLASS FEATURE

Ranger's Focus

Spend Hope and make an attack with your weapon. On a success, you temporarily put your Ranger's Focus on the target along with doing damage from the attack. While they are your focus:

- You know precisely what direction they are in.
- All damage rolls you make against them add +1d6.
- On a missed attack you make against them, you may end Ranger's Focus to reroll your Duality Dice and take the new result.

You may only hold Ranger's Focus on one creature at a time.

NAME

PRONOUNS

HERITAGE

SUBCLASS

LEVEL

AGILITY

Sprint
Leap
Maneuver

STRENGTH

Lift
Smash
Grapple

FINESSE

Control
Hide
Tinker

INSTINCT

Perceive
Sense
Navigate

PRESENCE

Charm
Perform
Deceive

KNOWLEDGE

Recall
Analyze
Comprehend

ACTIVE WEAPONS

PROFICIENCY

PRIMARY

NAME TRAIT & RANGE DAMAGE DICE
FEATURE

SECONDARY

NAME TRAIT & RANGE DAMAGE DICE
FEATURE

ACTIVE ARMOR

NAME BASE SCORE
FEATURE

INVENTORY

INVENTORY WEAPON

NAME TRAIT & RANGE DAMAGE DICE
FEATURE

INVENTORY ARMOR

NAME BASE SCORE
FEATURE

RANGER

CHARACTER GUIDE

As a Ranger, your keen eyes and graceful haste make you indispensable in tracking down enemies and navigating the wilds.

SUGGESTED TRAITS:

+2 Agility, 0 Strength, +1 Finesse,
+1 Instinct, -1 Presence, 0 Knowledge

SUGGESTED PRIMARY WEAPON:

Shortbow - Agility Far - **d8+2** (Phy)

SUGGESTED ARMOR:

Leather Armor - Armor Score 3

Feature: *Light* (+1 Evasion)

INVENTORY:

TAKE:

a torch, 50ft of rope, basic supplies, and a handful of gold.

THEN CHOOSE BETWEEN:

a minor health potion **OR** a minor stamina potion.

AND EITHER:

a trophy from your first kill **OR** a seemingly-broken compass.

CHARACTER DESCRIPTION:

Choose one (or more) from each line, or make your own

Clothes that are: natural, muted, tactical, tight, woven, flowing, stained

Eyes like: fire, lilacs, endless ocean, night, ivy, seafoam, earth, winter, carnations

Body that's: lanky, tall, curvy, rotund, short, thin, toned, stocky, broad, carved, tiny

The color of: obsidian, rose, falling snow, fine sand, ashes, clover, sapphire, wisteria

Attitude like: a watchdog, a teacher, a survivalist, a ghost, a child

BACKGROUND QUESTIONS

A terrible creature hurt your community, and you've vowed to hunt it down. What is it, and what unique trail or sign does it leave behind anywhere it goes?

Your first kill almost killed you too. What was it, and what part of you was never the same?

You've traveled many dangerous lands, but what is the one place you refuse to go?

Then work with the GM to generate two starting Experiences for your character.

CONNECTIONS

After sharing your characters, ask any of these questions to the others in your party.

What friendly competition do we have?

Why do you act differently when we're alone than when others are around?

What have you asked me to keep an eye out for, and why are you worried about it?

LEVELS 2-4

At Level 2, take an additional Experience.

When you level up, record it on your character sheet, then choose two available options from the list below and mark them.

- ☐ ☐ ☐ Increase two unmarked Character Traits by +1 and mark them.
 - ☐ Permanently add one Hit Point Slot.
 - ☐ Permanently add one Stress Slot.
 - ☐ Increase two Experiences by +1.
 - ☐ Increase your Proficiency by +1.
 - ☐ Permanently add one Armor Slot or take +1 to your Evasion.
 - ☐ Increase your Major Damage Threshold by +2.
 - ☐ Increase your Minor Damage Threshold by +1.

Then increase your Severe Damage Threshold by +2 and choose a new Domain Deck card at your Level or lower.

LEVELS 5-7

At Level 5, take an additional Experience and clear all marks on Character Traits.

When you level up, record it on your character sheet, then choose two from the list below or any unmarked above and mark them.

- ☐ ☐ ☐ Increase two unmarked Character Traits by +1 and mark them.
 - ☐ Permanently add one Hit Point Slot.
 - ☐ Permanently add one Stress Slot.
 - ☐ Increase two Experiences by +1.
 - ☐ Increase your Proficiency by +1.
 - ☐ Permanently add one Armor Slot or take +1 to your Evasion.
 - ☐ Increase your Major Damage Threshold by +2 or Severe Damage Threshold by +4
 - ☐ Increase your Minor or Major Damage Threshold by +1.
 - ☐ Take an upgraded subclass card. Then cross out the multiclass option for this tier.
- ☐ ☐ **Multiclass:** Choose an additional class for your character, then cross out an unused "Take an upgraded subclass card" and the other multiclass option on this sheet.

Then, increase your Damage Thresholds: Major by +1 and Severe by +3. Then choose a new Domain Deck card at your Level or lower. If your loadout is full, you may choose a card to swap.

LEVELS 8-10

At Level 8, take an additional Experience and clear all marks on Character Traits.

When you level up, record it on your character sheet, then choose two from the list below or any unused above and mark them.

- ☐ ☐ ☐ Increase two unmarked Character Traits by +1 and mark them.
 - ☐ Permanently add one Hit Point Slot.
 - ☐ Permanently add one Stress Slot.
 - ☐ Increase two Experiences by +1.
 - ☐ Increase your Proficiency by +1.
 - ☐ Permanently add one Armor Slot or take +1 to your Evasion.
 - ☐ Increase your Severe Damage Threshold by +4.
 - ☐ Increase your Major Damage Threshold by +1.
 - ☐ Take an upgraded subclass card. Then cross out the multiclass option for this tier.
- ☐ ☐ **Multiclass:** Choose an additional class for your character, then cross out an unused "Take an upgraded subclass card" and the other multiclass option on this sheet.

Then, increase your Damage Thresholds: Minor by +1, Major by +2, and Severe by +4. Then choose a new Domain Deck card at your Level or lower. If your loadout is full, you may choose a card to swap.



RANGER COMPANION

COMPANION NAME: _____



Work with the GM to decide what kind of animal you have as your companion. Use the space above to draw or attach an image for them, and give them a name. Then mark two companion traits it has from the options below:

COMPANION TRAITS



You can make an action roll to command your companion using **Instinct**, and take advantage if they are using one of their companion traits.

Start at 10.

DAMAGE DICE

☐ D4 ☐ D6 ☐ D8 ☐ D10

If you command them to attack a target, on a success, their damage roll uses your proficiency and their damage dice.

STRESS


STRESS:

Anytime your companion would take damage, they mark stress. When their stress slots are full, they drop out of the scene (hide, flee, etc). They are unavailable to you, and will return at your next long rest with one stress cleared.

Whenever you use the Clear Stress downtime action on yourself, it automatically clears that much stress on your companion as well.

TRAINING

Whenever your character levels up, also choose one option for your companion from the list below and mark it.

- ☐ ☐ **Intelligent:** Choose an additional companion trait.
- ☐ **Light in the Dark:**  Use this as an additional Hope Slot your character may mark.
- ☐ **Creature Comfort:** When you take time during a quiet moment to give your companion love and attention, you may both clear a Stress or take Hope.
- ☐ ☐ ☐ **Armored:** Your armor score increases by +2 when your companion is in melee.
- ☐ ☐ ☐ **Vicious:** Step up your companion's damage dice (d4 to d6, d6 to d8, etc.)
- ☐ ☐ ☐ **Resilient:** Add an additional stress slot.
- ☐ **Bonded:** When you mark your last Hit Point, your Companion rushes to your side to comfort you. Roll a number of d6 equal to the available stress slots they have and mark them. On a 6, they get you up. Clear your last Hit Point and return to the scene.
- ☐ ☐ ☐ **Aware:** Increase your companion's Evasion by +2



STARTING PRIMARY WEAPONS – PHYSICAL

Name	Trait	Range	Feature	Damage	Damage Type	Burden
Battleaxe	Strength	Melee		d10+2	Phy	
Warhammer	Strength	Melee	Large: -1 to Agility.	d12+2	Phy	
Greatsword	Strength	Melee	Massive: -1 Agility, roll one extra damage die and drop the lowest.	d10+2	Phy	
Mace	Strength	Melee		d8	Phy	
Saber	Agility	Melee		d8	Phy	
Longsword	Agility	Melee	Reliable: +1 to attack rolls with this weapon	d8	Phy	
Shortsword	Agility	Melee		d10	Phy	
Rapier	Presence	Melee	Small: +1 to Agility.	d8	Phy	
Dagger	Finesse	Melee	Quick: Mark stress to attack an additional target in range.	d8	Phy	
Quarterstaff	Instinct	Melee		d10+2	Phy	
Halberd	Strength	Very Close		d10	Phy	
Shortbow	Agility	Far		d8+2	Phy	
Crossbow	Finesse	Far		d8	Phy	
Longbow	Agility	Very Far	Cumbersome: -1 to Evasion.	d10+2	Physical	

STARTING PRIMARY WEAPONS – MAGIC

Name	Trait	Range	Feature	Damage	Damage Type	Burden
Arcane Gauntlets	Strength	Melee		d10+2	Mag	
Hallowed Axe	Strength	Melee		d10	Mag	
Hand Runes	Instinct	Melee		d10	Mag	
Glowing Rings	Agility	Very Close		d10+2	Mag	
Shortstaff	Instinct	Close		d10	Mag	
Returning Blade	Finesse	Close		d8+2	Mag	
Wand	Knowledge	Far		d8	Mag	
Dualstaff	Instinct	Far		d8+2	Mag	
Scepter	Presence	Far	Versatile: Presence Melee - d10	d8+2	Mag	
Greatstaff	Knowledge	Very Far	Powerful: Roll one extra damage die and drop the lowest.	d6+2	Mag	

STARTING SECONDARY WEAPONS

Name	Trait	Range	Feature	Damage	Damage Type	Burden
Round Shield	Strength	Melee	Protective: Add +2 to your armor score.	d4	Phy	
Tower Shield	Strength	Melee	Barrier: Add +4 to your armor score, -2 to Evasion.	d6	Phy	
Dagger	Finesse	Melee	Paired: +2 to Primary Weapon damage in melee.	d8	Phy	
Shortsword	Agility	Melee	Paired: +2 to Primary Weapon damage in melee.	d10	Phy	
Whip	Agility	Very Close	Whipcrack: Mark stress to scatter enemies in melee back to close range.	d6	Phy	
Grappler	Agility	Close	Hook: On a successful attack, you may also pull the target into melee with you.	d6	Phy	
Crossbow	Finesse	Far		d8	Phy	

STARTING ARMOR

Name	Feature	Armor Score
Leather Armor	Light: +1 to Evasion.	3
Breastplate Armor		5
Chainmail Armor	Heavy: -1 to Evasion.	7
Full Plate Armor	Very Heavy: -2 to Evasion and -1 Agility.	9

PLAY GUIDE

ACTION ROLLS

When the GM calls for an action roll:



ACTION ROLL RESULTS

- **On a critical success**, you get what you want and a little more. Gain a Hope and clear a Stress.
- **On a success with Hope**, you pull it off well and get what you want. Gain a Hope.
- **On a success with Fear**, you get what you want, but it comes with a cost or consequence. You might get attacked, gain limited information, attract danger, etc. The GM gains a Fear.
- **On a failure with Hope**, things don't go to plan. You probably don't get what you want and must face the consequences. Gain a Hope.
- **On a failure with Fear**, things go really bad. You probably don't get what you want, and there is a major consequence or complication because of it. The GM gains a Fear.

DAMAGE ROLLS

When you make a successful attack: Roll a number of weapon dice equal to your proficiency and add them together.

If the attack roll was a Critical Success: Take the maximum potential value of all your damage dice added together, and add it as a modifier to your damage roll.

USING ARMOR

When you are attacked: If you are taking damage, you may mark armor slots to reduce the amount by your armor score. Multiple armor slots may be marked to reduce the damage further.

QUICK REFERENCE

Advantage: Add 1d6 advantage die to your action roll.

Disadvantage: Subtract 1d6 disadvantage die from your action roll.

Help An Ally: Spend a Hope and roll a **d6** advantage die to add to the ally's action roll. If multiple PCs want to help, they each spend Hope and roll a **d6** advantage die, and the highest result from the group is added to the action roll.

Tag Team Roll: Each player can choose one time per session to spend three Hope and initiate a Tag Team move with another PC. When you do, work with your chosen partner to describe how your two characters combine their actions in a unique and exciting way. Both you and your partner make separate action rolls, but before resolving the roll's outcome, choose one of the rolls to apply for both of your results.

Vulnerable: A condition that allows any rolls against that creature to be at advantage.

Restrained: A condition that keeps the target from moving.

Temporary: When a spell, condition, etc. is temporary, it means the GM can end it by spending Fear.

DOWNTIME

SHORT REST

Each player may swap any number of domain cards in their Loadout for domain cards in their Vault, then choose two of the options below.

Tend to Wounds

Describe how you temporarily patch yourself up and clear 1d4 hit points. You may choose to do this on an ally instead.

Clear Stress

Describe how you blow off steam or pull yourself together, and clear 1d4 stress.

Repair Armor

Describe how you spend time quickly repairing your armor and clear two used Armor Slots. You may choose to do this to an ally's armor instead.

Prepare

Describe how you are preparing yourself for the path ahead and gain Hope.

LONG REST

Each player may swap any number of domain cards in their Loadout for domain cards in their Vault, then choose two of the options below.

Tend to Wounds

Describe how you patch yourself up and remove all marked Hit Points. You may choose to do this on an ally instead.

Clear Stress

Describe how you blow off steam or pull yourself together, and clear all marked Stress.

Repair Armor

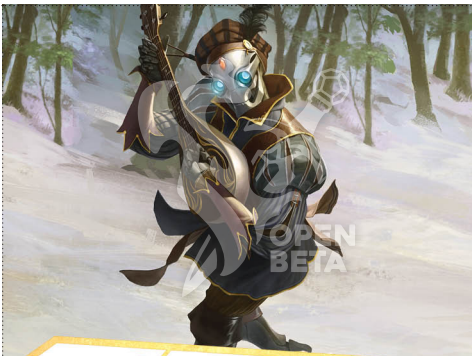
Describe how you spend time repairing your armor and clear all of its Armor Slots. You may choose to do this to an ally's armor instead.

Prepare

Describe how you are preparing for the next day's adventure, then gain Hope. If you choose to Prepare with one or more members of your party, you may each take two Hope.

Work on a Project

Establish or continue work on a project. The GM might ask for a roll to determine how much to tick down on the completion track.



CLANK

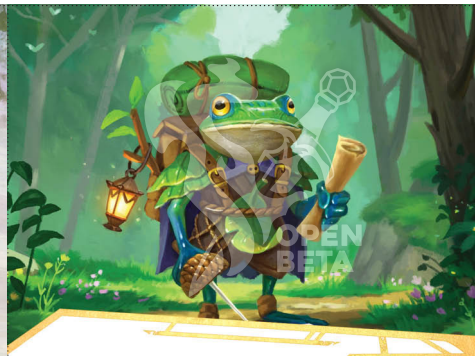
ANCESTRY

Clanks are sentient mechanical beings built from such materials as metal, wood, stone, and clay, to resemble humanoid, animals, or even inanimate objects.

Purposeful Design: Decide who you were created by and for what purpose. When you generate your Experiences at character creation, choose one that reflects this purpose and add +1 to it.

[Artist Name TK]

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RIBBET

ANCESTRY

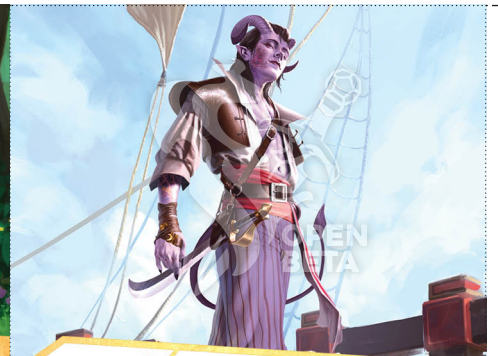
Those of ribbet ancestry resemble anthropomorphic frogs with protruding eyes and webbed hands and feet.

Amphibious: You can breathe and move underwater just as easily as on land.

Long Tongue: You can use your long, powerful tongue to grab onto things close to you. You may also mark **Stress** to unleash it as a Finesse Close weapon that does **d12** physical damage.

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DAEMON

ANCESTRY

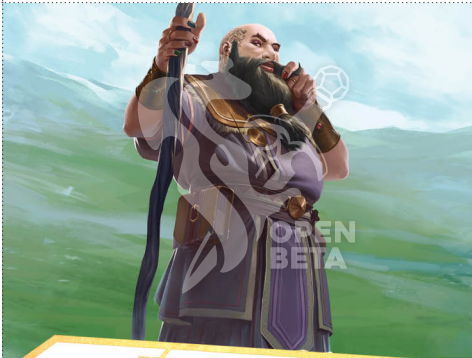
Those of daemon ancestry are the humanoid descendants of the Fallen Gods, who possess sharp canines, pointed ears, and horns that come in a variety of styles.

Fearless: When you roll with **Fear**, you may choose to mark a **stress** instead of the GM gaining **Fear**.

Dread Visage: You have advantage on rolls to intimidate other non-Daemon creatures.

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DWARF

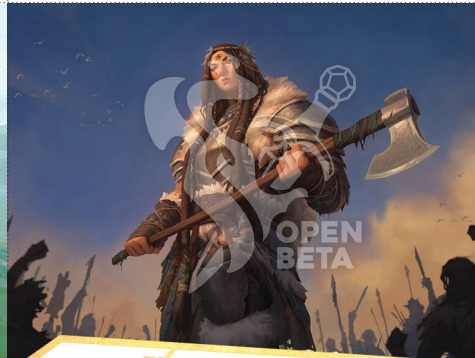
ANCESTRY

Dwarves are most easily recognized as short humanoids with square features, dense musculature, and thick hair.

Increased Fortitude: When you should take physical damage, you may spend three **Hope** to only take half the damage instead.

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GIANT

ANCESTRY

Giants are very tall humanoids with long arms, broad stature, and one to three eyes.

Endurance: Gain an additional Hit Point Slot at character creation.

Reach: Any melee weapon you wield has its range increased to very close.

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ELF

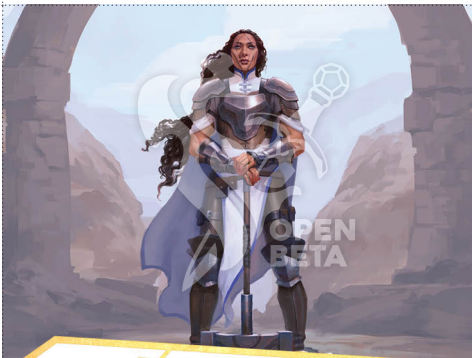
ANCESTRY

Elves are typically tall humanoids with pointed ears and acutely attuned senses.

Celestial Trance: During a long rest, as one of your actions, you may choose to drop into an Elven Trance. When you do, roll a number of **d8** equal to the **Stress** you have marked, and clear all Stress. If any of these dice have a matching value, also clear all Hit Points.

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HUMAN

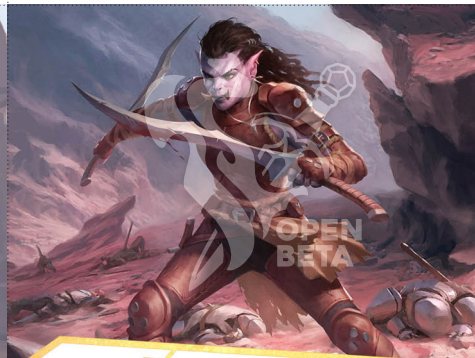
ANCESTRY

Those of human ancestry are most easily recognized by their dexterous hands, rounded ears, and bodies built for endurance.

Perseverance: When you fail a roll that utilized one of your Experiences, you may spend a **Hope** to reroll. You must take the new result.

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ORC

ANCESTRY

Orcs are most easily recognized as humanoids with square features and boar-like tusks.

Sturdy: When you should mark an armor slot, roll a **d6**. On a **5+**, you don't mark the armor slot but still reduce the incoming damage by your armor score.

[Artist Name TK]

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HALFLING

ANCESTRY

Halflings are typically smaller humanoids, with large hairy feet and prominent, rounded ears.

Little Lucky: At the beginning of each session, give everyone in your party a **Hope**. You may always reroll a **1** on your Hope Die. If you do, take the new result instead.

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DRAKONA

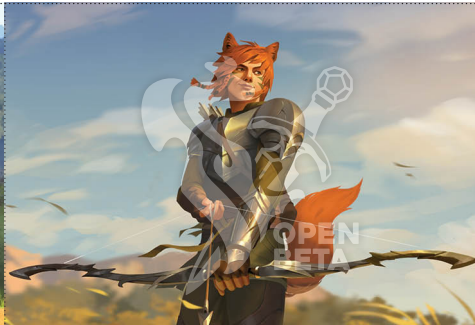
ANCESTRY

Drakona resemble wingless dragons in humanoid form and possess a powerful elemental breath.

Elemental Breath: At character creation choose one of the following elements to describe your elemental breath: Fire, Ice, Lightning, Poison, Acid. Spend a **Hope** to make an Instinct Roll using your breath against an enemy or group of enemies within close range. Deal **d8** magic damage to all enemies you succeed against.

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KATARI

ANCESTRY

Those of katari ancestry are feline humanoids with soft fur and high, triangular ears.

Feline Instincts: On any Agility Rolls, you may mark a **Stress** to reroll your Hope Die. If you do, take the new result instead.

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FAERIE

ANCESTRY

Those of faerie ancestry are winged humanoid creatures with insect-like features.

Wings: Mark **Stress** to take flight until you next roll with **Fear**. While flying, your Evasion score increases by **+2**.

Luckbender: Once per session, after you or an ally in close range makes an Action Roll, you can mark a **Stress** to allow a reroll of the Duality Dice. If you do, take the new result.

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FAUN

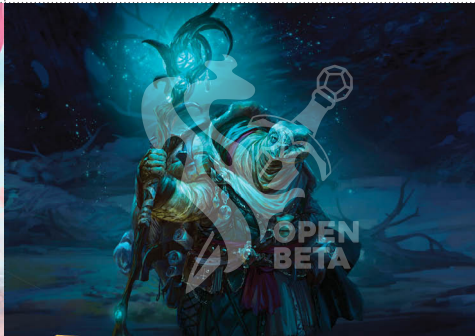
ANCESTRY

Those of faun ancestry resemble goats in humanoid form, with curving horns, square pupils, and cloven hooves.

Headbutt: Give the GM one **Fear** to headbutt an enemy you move into melee with. The target immediately takes **d8** direct physical damage and can't be targeted again by this attack during the fight.

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GALAPA

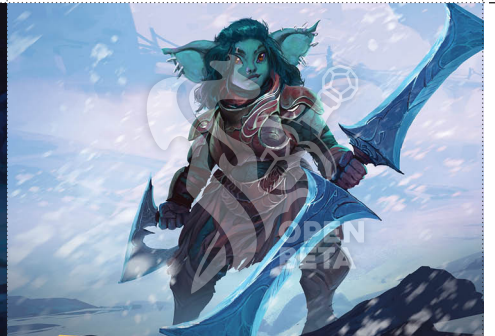
ANCESTRY

Those of galapa ancestry resemble anthropomorphic turtles, with a large, domed shell into which the head and limbs that can retract inside for defense.

Shell of Protection: The shell on your back always protects you. Add your Proficiency to your armor score.

[Artist Name TK]

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GOBLIN

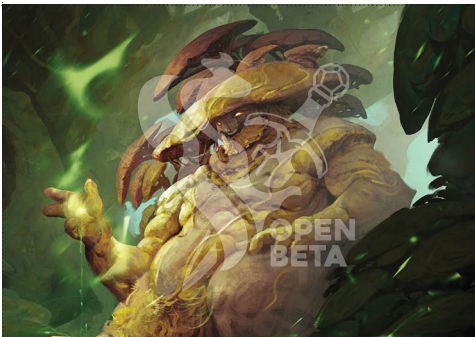
ANCESTRY

Those of goblin ancestry are small humanoids typically recognized by their large eyes and massive, membranous ears.

Danger Sense: Once per short rest, you may mark a **stress** to make the GM reroll an attack roll. If it still hits you, reduce the incoming value by your Proficiency.

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FUNGRIL

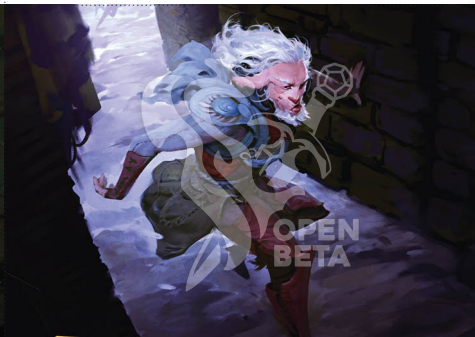
ANCESTRY

Fungrils resemble a mushroom in humanoid form, bearing the features of the fungus from which they descend.

Always Connected: To speak with other Fungril across distance to access their hivemind of information, make an Instinct roll. At character creation, describe what ritual you must perform to tap into this connection.

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FIRBOLG

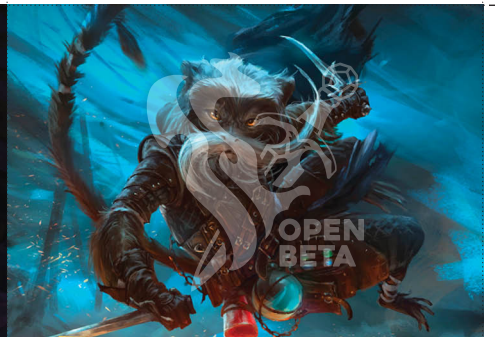
ANCESTRY

Firbolgs resemble cows in a humanoid form, typically recognized by their broad nose and long ears.

Natural Calm: Whenever you should mark a **Stress**, roll **1d6**. On a **6**, you take no **Stress**.

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SIMIAH

ANCESTRY

Simiah resemble anthropomorphic monkeys and apes, with long limbs and prehensile feet.

Nimble: Take advantage on Agility Rolls that involve balancing and climbing and add **+1** to your Evasion at character creation.

[Artist Name TK]

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COMMUNITY

HIGHBORNE

Being part of a Highborne community means you were born into a life of elegance, opulence, and prestige within the upper echelons of society.

Inheritance: You have advantage on any rolls you make when consorting with nobles, negotiating prices, or leveraging your reputation to get what you want. Take an extra handful of gold at character creation.

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COMMUNITY

RIDGEBORNE

Being part of a Ridgeborne community means you call the rocky peaks and sharp cliffs of the mountainside home.

Steady: You have advantage on traversing dangerous cliffs and ledges, navigating harsh environments, and survival knowledge. Also gain +1 to your Armor Score.

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COMMUNITY

SEABORNE

Being part of a Seaborne community means you grew up on or near a large body of water.

Safe Harbor: Once per session, when you take a short or long rest, you may take one additional downtime action.

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COMMUNITY

UNDERBORNE

Being part of an Underborne community means that you're from a subterranean society.

Low Light Living: When you are in an area with low light or heavy shadow, you have advantage on rolls to hide, investigate, or perceive details.

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COMMUNITY

WILDBORNE

Being part of a Wildborne community means you were raised by a clan deep within the forest.

Lightfoot: Your movement is naturally silent. Gain advantage on any Action Rolls you make to move without being heard. Spend a **Hope** to also grant this ability to an ally while they stay within very close range of you.

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COMMUNITY

LOREBORNE

Being part of a Loreborne community means you were brought up in a place that favored strong academic or political prowess.

Well-Read: You have advantage on any rolls you make that deal with the history, culture, or politics of a prominent person or place.

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COMMUNITY

ORDERBORNE

Being part of an Orderborne community means you were raised in a place of great discipline or faith, and uphold a set of principles that reflect your experience there.

Dedicated: Record three sayings or values your upbringing instilled in you. Once per short rest, when you describe how you're embodying one of these principles through your current action, you may roll with a **d20** as your Hope Die instead of a **d12**.

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COMMUNITY

WANDERBORNE

Being part of a Wanderborne community means that you were raised as a nomad, not having a permanent home but experiencing a wide variety of cultures.

Nomadic Pack: Add a Nomadic Pack to your inventory. Once per session, you may spend a **Hope** to reach into this pack and pull out a common item that is useful in this situation. Work with the GM to figure out what this item is.

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COMMUNITY

SLYBORNE

Being part of a Slyborne community means growing up in the underbelly of society, surrounded by criminals and con artists.

Scoundrel: You have advantage on any rolls where you're negotiating with criminals, detecting lies, or finding a safe place to hide.

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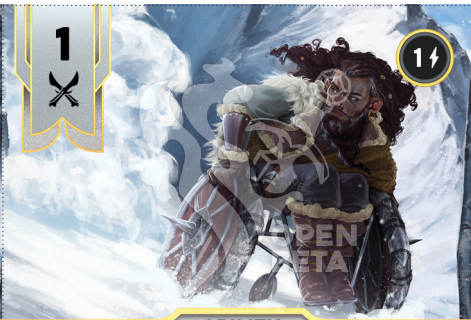
ABILITY

DEFT MANEUVERS

You can spend a **Hope** to move anywhere within far range without making an Agility Roll to get there.

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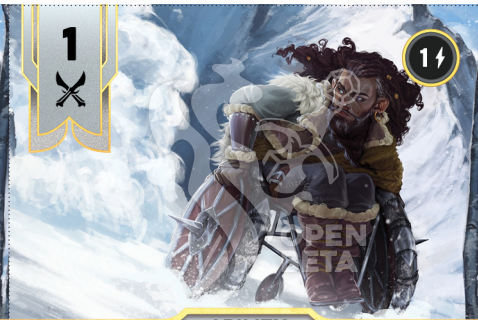
ABILITY

NIMBLE

While this card is in your loadout, add your Agility score to your Evasion.

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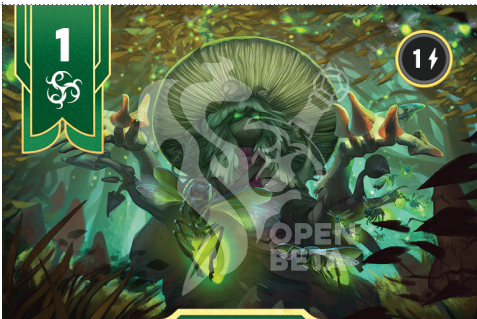
ABILITY

I SEE IT COMING

When you are targeted by a ranged attack, mark a **Stress** to roll your Hope Die and increase your Evasion against this attack by its value.

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SPELL

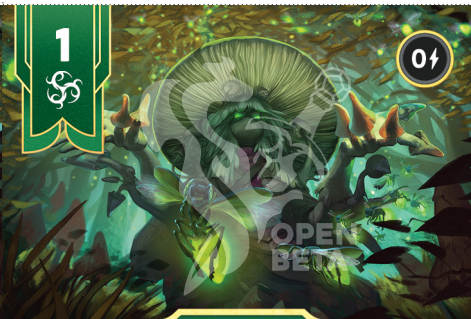
VICIOUS ENTANGLE

Make a **Spellcast Roll** against a target within far range. On a success, roots and vines reach out from the ground and temporarily Restrain them, dealing **1d8** physical damage.

On a success, you may also spend a **Hope** to temporarily Restrain any enemies very close to your target.

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ABILITY

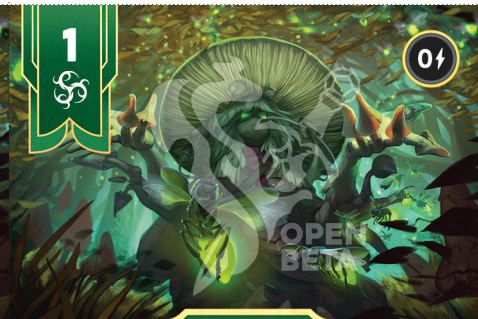
GIFTED TRACKER

Make a **Spellcast Roll** to track or ask the GM one question you'd be able to learn about a specific creature or group of creatures based on signs of their passage. If you **spend Hope** before the roll, you can double your spellcast trait as the modifier.

If you encounter any creatures you've tracked, your Evasion against them is **+2**.

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ABILITY

NATURE'S TONGUE

You can speak the language of the hidden, natural world. 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. With **Fear**, their knowledge might be limited or come at a cost.

In addition, whenever you make a **Spellcast Roll** while within a natural environment, you may spend a **Hope** before the roll to add **+1** to the result.

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RANGER

WAYFINDER

Foundation

SPELLCAST: AGILITY

Apex Predator: Mark a Stress to increase your Proficiency by **+1** when rolling damage. When you deal damage to an enemy, you can never hit below their minor threshold.

Path Forward: When you're headed for a place you've previously visited, or you carry an object with you that has been there before, you can identify the shortest, most direct path to your destination.

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RANGER

BEASTBOUND

Foundation

SPELLCAST: AGILITY

You have an animal companion of your choice (at GM's discretion).

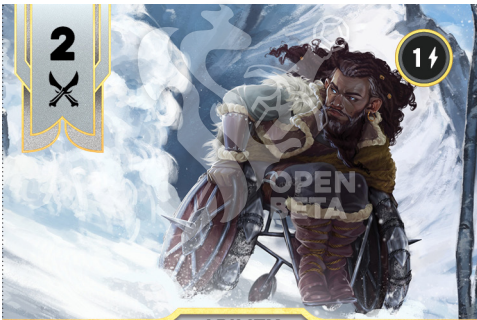
Take the Ranger Companion sheet. Whenever you level up your character, also choose a level up option for your companion from this sheet.

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RANGER
LEVEL 1



ABILITY

STRATEGIC APPROACH

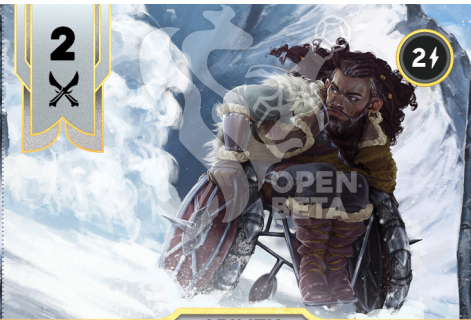
After a long rest, place a number of tokens equal to your Knowledge Trait on this card, with a minimum of 1. When you move into melee range of an enemy and make an **Attack Roll** against them, you may spend one token to choose an option below.

- Make the attack at advantage.
- Don't add a character token to the action tracker for this attack.
- Add 1d8 to your damage.

When you take a long rest, clear all unused tokens.

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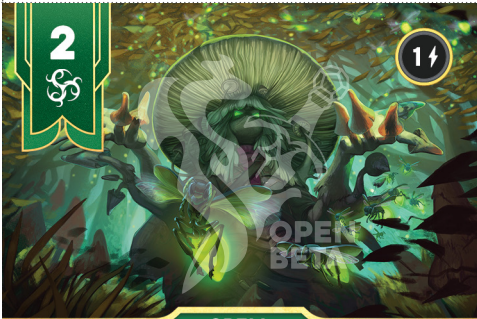
ABILITY

FEROCITY

When you cause an enemy to mark any Hit Points, spend a **Hope** to temporarily increase your Evasion by the number of Hit Points you dealt. This bonus lasts until after the next attack that targets you.

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SPELL

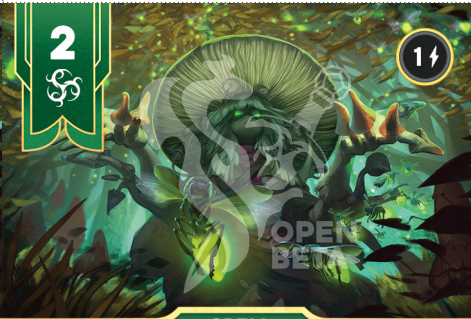
NATURAL FAMILIAR

Spend a **Hope** to summon a small nature spirit or forest critter to your side until your next short rest, you use this spell again, or until it takes damage. If you spend an additional **Hope**, they can be a familiar that flies. You can communicate with it, you may make a **Spellcast Roll** to command it to perform simple tasks, and you can mark a **Stress** to see through its eyes.

While this creature is summoned, when you deal damage to an enemy the critter is in melee range with, you deal an additional 1d6 physical damage.

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SPELL

CONJURE SWARM

Tekaira Armored Beetles: Mark an Armor Slot to encircle yourself in beetles. When you take damage, you can reduce the damage by your Armor Score. Anytime you reduce damage in this way, the beetles will dissipate unless you spend a **Hope** to keep them active.

Fire Flies: Make a **Spellcast Roll** against any close enemies. On a success, spend **Hope** to have the fire flies swarm them, doing 2d8 magic damage to all targets you succeeded against.

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ABILITY

BRACE

When you use an Armor Slot to reduce incoming damage, you may also spend any number of **Hope**. For every **Hope** you spend, reduce the incoming damage by the value of your Proficiency.

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ABILITY

TACTICIAN

When you Help an Ally, the advantage die you add is a **1d8**. When making a Tag Team roll, you can roll a **d20** for your **Hope** die.

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SPELL

TOWERING STALK

You can conjure a thick, twisting stalk within close range that can be easily climbed. It's height can grow up to far range.

When you conjure it, you may also mark a **Stress** to use it as an attack. If you do, make a **Spellcast Roll** against any group of targets within close range. It erupts beneath any you're successful against, lifting them into the air and dropping them for **3d8** physical damage.

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SPELL

CORROSIVE PROJECTILE

Make a **Spellcast Roll** against a creature within far range. On a success, mark a **Stress**, deal **d6** magic damage to the target, and the target's Difficulty value is temporarily reduced by 1.

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BONE: LEVEL 4



ABILITY

BOOST

If you have an ally in close range of you, mark a **Stress** to boost off of them and into the air to perform an aerial attack at an enemy within far range. You have advantage on the attack, add **1d10** to the damage, and end your action in melee range of the target.

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ABILITY

REDIRECT

When you successfully evade a ranged attack, you may roll a number of **d6s** equal to your proficiency. If any roll a **6**, mark a **stress** to redirect the attack to instead damage an enemy within very close range of you.

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SAGE: LEVEL 4



SPELL

HEALING FIELD

Once per long rest, you can conjure a field of small, healing plants around you. Everywhere within close range of you bursts to life with vibrant nature, causing you and your allies in the area to immediately heal one Hit Point.

Spend a **Hope** to increase the healing power of this spell to two Hit Points.

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SPELL

DEATH GRIP

Choose an option below and make a **Spellcast Roll** against the target. On a success, vines reach out from your hands, causing the chosen effect and making them *restrained*.

- Pull the target into melee range of you or pull yourself into melee range with it.
- Constrict the target to deal **2 Stress**.
- Any enemies between you and the target must make a **Reaction Roll (13)** or be hit by vines, dealing **3d6** physical damage.

[Artist Name TK]

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RANGER
LEVEL 4



ABILITY

SIGNATURE MOVE

You take on a signature move in battle that you can perform once per short rest. Name it and describe it. When you include its description in an action you're taking, use a **d20** instead of a **d12** as your **Hope** die. If the attack succeeds, you may clear a **Stress**.

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ABILITY

KNOW THY ENEMY

When observing a creature, you can make a **Instinct Roll** against the target. On a success, spend a **Hope** and ask the GM for two of the mechanical specifics about the target from below:

- *Current Hit Points and unmarked stress.*
- *Difficulty and Damage Thresholds.*
- *Their Tactics and standard attack Damage Dice.*
- *Their Moves and Experiences.*

On a success, you may also mark a **stress** to remove one **Fear** from the GM's **Fear Pool**.

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SPELL

GROVE DOME

Make a **Spellcast Roll (13)** to grow a natural barricade in the shape of a dome for you and up to one ally to hide within. You immediately become **hidden** as long as you stay within, but may reveal yourself out the top of the dome to make ranged attacks. The dome has the damage thresholds below and lasts until it takes three Hit Points. Place tokens on this card to represent marking Hit Points.



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SPELL

THORN SKIN

Once per short rest, spend a **Hope** while touching a willing creature and place a number of tokens equal to your Spellcast Trait on this card. Whenever the target takes damage, you can remove any number of these tokens to roll that number of **d6s**. Then reduce the incoming damage by that amount and, if the attacker is in melee, deal that amount of damage back to them.

When you take a rest, clear all tokens.

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RANGER

BEASTBOUND

Specialization

When you take this Specialization, gain an additional level up option for your companion immediately.

When an enemy attacks you while in melee with your Ranger Companion, you gain **+2 Evasion** against the attack.

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RANGER

WAYFINDER

Specialization

When a creature that is marked by your Ranger's Focus attacks you, your Evasion is increased against the attack by a number equal to your Agility trait.

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ABILITY

RAPID RIPOSTE

When you successfully evade an attack from melee range, you can mark a **Stress** to automatically deal damage from an active weapon to the attacker.

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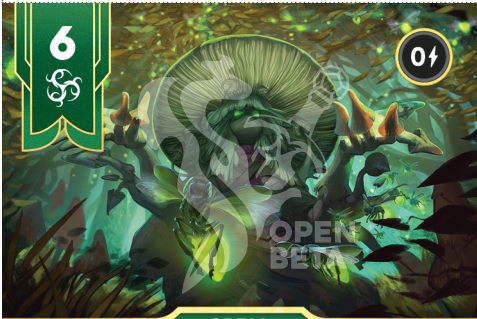
ABILITY

ENDURANCE

During a short rest, you can always choose to do one of the long rest options instead. You may spend a **Hope** to let one additional party member do the same.

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SPELL

CONJURED STEEDS

Spend a **Hope** to conjure a number of magical steeds (horses, camels, elephants, etc.) up to your level that you and allies can ride upon until your next long rest or the steed takes any damage. These will double your land speed when traveling and let you move to somewhere within far range without having to roll when in danger. Any **Attack Rolls** made atop the steeds are at -2, but add +2 to their damage rolls.

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ABILITY

FORAGER

As an additional downtime option, you may roll **1d6** to see what you forage. Work with the GM to describe it, and add it to your inventory as a Consumable. Your party may carry up to five foraged Consumables at a time.

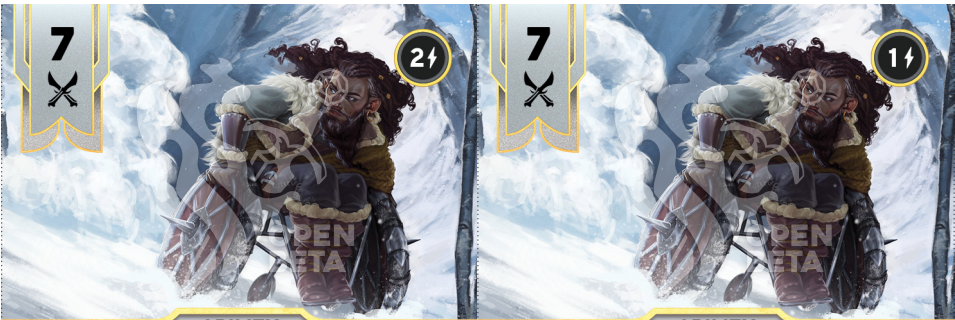
1. A unique food. (Clear 2 **Stress**)
2. A beautiful relic. (Earn 2 **Hope**)
3. An arcane rune. (+2 to a **Spellcast Roll**)
4. A healing vial. (Clear 2 **Hit Points**)
5. A luck charm. (Reroll all Duality or Damage Dice)
6. You may choose one of the above options.

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BONE: LEVEL 7



ABILITY

BONE TOUCHED

When a majority of the domain cards in your loadout are from the Bone domain:

- Increase your **Agility** by +1.
- When you are attacked, you can mark an **Armor Slot** to increase your **evasion** against it by a value equal to your **Proficiency**.

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ABILITY

CRUEL PRECISION

Whenever you make a successful attack with a weapon, add either your **Finesse** or **Agility** trait to the damage.

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SAGE: LEVEL 7



SPELL

SAGE TOUCHED

When a majority of the domain cards in your loadout are from the Sage domain:

- When you are in a natural environment, you always take +1 to your **Spellcast** Rolls.
- Once per short rest, before you roll, treat your **Agility** or **Instinct** Trait as though it were double its current value.

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SPELL

MONSTER OF NATURE

Once per long rest, mark a **Stress** to channel the natural world around you and use it to transform into something monstrous. Describe how your appearance changes, then place a **d6** on this card at a value of **6**.

While the **Monster of Nature** die is active, it adds its value to every **Action Roll** you make. After you add its value to a roll, reduce it by 1. When the die's value reaches **0** or you take a rest, this form drops and you must mark an additional **Stress**.

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ABILITY

BREAKING BLOW

When you make a successful attack, you may mark a **Stress** to make the next successful attack against that same target do an additional **2d12** damage.

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ABILITY

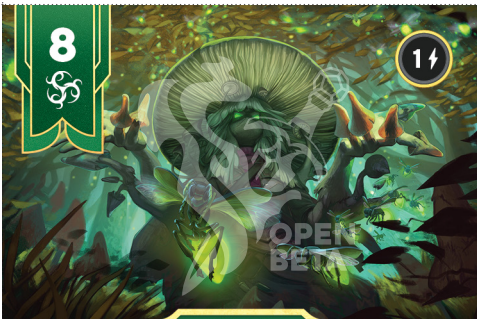
WRANGLE

Make an **Agility Roll** against all enemies close to you. You may spend a **Hope** to move any enemies you are successful against to any position within close range.

Use of this ability does not contribute a character token to the action tracker.

[Artist Name TK]

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SPELL

REJUVENATION BARRIER

Make a **Spellcast Roll (15)**. On a success, once per short rest, you can create a temporary barrier of protective energy around you. You and all allies within very close range of you when it is first cast heal **1d4 Hit Points**. While the barrier is up, you and all allies within have Resistance to physical damage.

This barrier follows you as you move and lasts until the GM spends **2 Fear** to end it.

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SPELL

FOREST SPIRITS

Make a **Spellcast Roll (13)**. On a success, spend any number of **Hope** to create an equal number of small Forest Spirits that appear wherever you choose within far range, distracting enemies and aiding allies. Describe what form they take.

Attack Rolls against an enemy within melee range of a Sprite gain +3. Any allies who mark an Armor Slot while in melee range of a Sprite add +3 to their Armor Score.

A Sprite vanishes after granting a bonus or taking any damage.

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RANGER

WAYFINDER

Mastery

When you make an **Attack Roll** against the target of your Ranger's Focus, you may spend a **Hope** before the roll. On a success, you remove one **Fear** from the GM's **Fear Pool**.

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RANGER

BEASTBOUND

Mastery

When you take this Specialization, gain **2** level up options for your companion immediately.

Once per long rest, if you and your companion are within close range of each other when the damage from an attack would take you or your companion out of the fight, the other may immediately rush to their side and take that damage instead.

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ABILITY

LAST LEG

When you have 2 or less Hit Points remaining, always add your proficiency to your Evasion.

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ABILITY

A THOUSAND CUTS

Make an **Attack Roll** against all enemies in your weapon's range. On a success against any targets, once per long rest, you may roll a number of weapon damage dice equal to double your proficiency plus your Finesse Trait. You can distribute this damage however you wish between any enemies you are successful against.

[Artist Name TK]

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SPELL

PLANT DOMINION

Make a **Spellcast Roll (18)**. On a success, you reshape the natural world, changing the surrounding plant life within very far distance of you. You can grow trees instantly, clear a path through dense vines, create a wall of thick roots, etc.

If you create a hostile environment, anyone who moves into or through it takes **5d10** physical damage.

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ABILITY

FANE OF THE WILDS

After a long rest, place a number of tokens equal to how many Sage Domain cards you have in your Loadout and Vault on this card.

Whenever you would make a **Spellcast Roll**, you may spend any number of these tokens before the roll to add **+1** to the result per token.

Whenever you roll a Critical Success on a **Spellcast Roll** for a Sage spell, gain a token.

When you take a long rest, clear all tokens.

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ABILITY

UNFLAPPABLE

After you successfully evade an attack, you may clear a **Stress**. If you successfully evade an attack and have no **Stress** to clear, instead gain a **Hope**.

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ABILITY

DEATHRUN

Spend **3 Hope** to run an open path through the battlefield and make an **Attack Roll** against all enemies within weapon range along your path. Of your successful targets, choose the order in which you deal damage. For the first, roll your weapon damage at **+1 Proficiency**. Then, remove one die from your pool and deal the remaining damage to the next target in descending order until you're out of damage dice or enemies.

You cannot target the same creature more than once.

[Artist Name TK]

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SPELL

TEMPEST

Choose one of the following tempests and make a **Spellcast Roll** against all targets in far range. Any you are successful against experience its effects until the GM spends **3 Fear** to end this spell:

Blizzard - Immediately deal **2d20** magic damage and make them **vulnerable**.

Hurricane - Immediately deal **3d10** magic damage. Choose a direction the wind is blowing. Targets can't move against the wind.

Sandstorm - Immediately deal **5d6** magic damage and any ranged attacks are now at disadvantage.

[Artist Name TK]

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SPELL

FORCE OF NATURE

You can mark a **Stress** to transform into a hulking nature spirit, gaining the following benefits:

You gain **+2 Strength**, **+2 Agility**, and **+2 Finesse**.

- *Whenever you successfully hit with an Attack or Spell, you deal an additional **1d10** damage.*
- *When you defeat a creature within close range, you absorb them and clear an **Armor Slot**.*
- *You cannot be restrained.*

Before you make an **Action Roll**, you must spend a **Hope**. If you cannot, you revert to your normal form.

[Artist Name TK]

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