

# Callings Overview

What are you called to be?

Every Calling in *Tales & Tails* answers a question from the heart: What am I here to do? Each Calling has a unique way of breaking Darkness Points (DP) — the dark scales of corruption — off the creatures *The Unwritten* has stolen. Use this table to find the Calling that fits how you want to play.

## Calling Table

Calling	Role	Style	Stat Boosts	One-Line Description
[Glowcaster] (glowcaster.md)	Damage / Support	Magic (Ranged)	Clever +2, Keen +1	A sparkle-magic spellcaster who blasts DP with bolts of shimmering light and buffs allies with glowing bubbles.
[Knight](knight.md)	Tank	Melee	Might +2, Brave +1	A brave frontline defender who bonks corruption away and shields allies with unwavering courage.
[Sneaklet] (sneaklet.md)	Damage / Utility	Melee / Hybrid	Swift +2, Clever +1	A quick-pawed trickster who feints foes into confusion and jabs DP loose with lightning-fast precision.
[Songweaver] (songweaver.md)	Support	Magic (Hybrid)	Warm +2, Keen +1	A musical mage who breaks DP with soothing chords, heals allies with heartfelt tunes, and lifts everyone's spirit.
[Leafling] (leafling.md)	Support / Utility	Magic	Keen +2, Brave +1	A nature guardian who holds foes in vine snares, heals with blooms, and shields allies with living leaves.
[Inventor] (inventor.md)	Damage / Support	Ranged / Utility	Clever +2, Swift +1	A gadget genius who deploys tiny robots and cute contraptions to pop DP and give allies clever advantages.
[Keeper](keeper.md)	Support / Utility	Magic	Keen +2, Clever +1	A memory mage who breaks DP by recalling a creature's true name, shields allies in story-magic, and rewrites failed rolls into successes.
[Luminarch] (luminarch.md)	Support / Tank	Magic	Warm +2, Keen +1	A radiant protector who shrouds allies in halos of light, reduces incoming DP damage, and pulses hope across the battlefield.
[Stonecaller] (stonecaller.md)	Tank / Utility	Melee	Brave +2, Might +1	A terrain manipulator who raises stone walls, senses hidden threats, and shakes DP loose with harmless earth quakes.
[Wildscout] (wildscout.md)	Damage / Utility	Ranged	Swift +2, Keen +1	A wilderness archer who tracks corruption from afar, breaks DP with precise shots, and vanishes after attacking.
[Barbarian] (barbarian.md)	Damage / Tank	Melee	Might +2, Swift +1	A joyful wild charger who crashes into foes with momentum, breaks extra DP when moving fast, and

yells allies to victory.

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[Guardian] (guardian.md)	Tank / Support	Melee	Brave +2, Keen +1	A steadfast shieldbearer who bashes DP with their shield, absorbs hits for allies, and creates dome shields for the whole party.
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## Picking Your Calling

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### Want to cast spells and break DP from a distance?

Try Glowcaster, Wildscout, or Inventor.

### Want to stand in front and protect your friends?

Try Knight, Guardian, or Stonecaller.

### Want to heal, buff, and support the whole team?

Try Songweaver, Leafling, Keeper, or Luminarch.

### Want to be sneaky and unpredictable?

Try Sneaklet.

### Want to run in fast and hit hard with big energy?

Try Barbarian.

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## Calling Roles Explained

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Role	What It Means
<b>Tank</b>	Absorbs damage and protects allies from getting hit.
<b>Damage</b>	Specializes in breaking Darkness Points efficiently.
<b>Support</b>	Heals, buffs, and helps the whole party perform better.
<b>Utility</b>	Controls the battlefield — creates walls, detects threats, and changes the terrain or conditions.

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## Stat Quick Reference

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Stat	What It Covers	Defensive Verb
<b>Might</b>	Melee power, carrying heavy things, smashing	Brace
<b>Swift</b>	Speed, dodging, stealth, ranged attacks	Dodge
<b>Brave</b>	Toughness, max HP, endurance	Endure
<b>Clever</b>	Arcane magic, gadgets, knowledge, puzzles	See Through

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<b>Keen</b>	Nature magic, perception, instinct, spirit sense	Sense
<b>Warm</b>	Music, charm, emotional magic, inspiration, Hold Fast against corruption	Hold Fast

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## Tags

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[Calling](#) [overview](#) [reference](#)

# Barbarian

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## *The Wild Charger*

*A joyful, momentum-driven melee brawler who crashes into corruption like a happy avalanche, breaking Darkness Points with wild swings, battle yells, and fearless forward momentum.*

## Overview

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Barbarians are joyful storm-chargers who barrel into danger with a grin. They don't smash to hurt — they crash into corruption like a happy avalanche, shaking loose Darkness Points with laughter, leaps, and fearless heart. When a Barbarian is around, the battle feels more like a wild playground game than a grim fight. And when Wild Heart ignites, every hit hits harder and darkness itself flinches back.

## Stats

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Stat	Bonus
Might	+2
Swift	+1

## Proficiencies

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- Big weapons (axes, mauls, great clubs)
- Light and medium armor
- Adventure tools (climbing gear, ropes, grapples)

## Abilities

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### Charge In

Move up to 10 ft toward a foe and then break 1 DP with a wild strike.

### Reckless Swing

Break 2 DP, but you get -1 Defense until your next turn.

### Battle Yell

Let out a booming shout; all allies within 10 ft gain +1 to their next attack roll or Spirit Save.

## Signature Ability (Level 3)

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### Stormrush

Dash up to 15 ft in a straight line. You can move through friendly spaces. Choose one foe you pass by or end next to and break 2 DP. This counts as moving for any abilities that care about distance.

## Once-Per-Rest Power

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### Wild Heart

For 3 rounds: the first melee hit each round breaks +1 extra DP, and the first time you take DP each round, reduce it by 1 (minimum 0).

## Passive Feature

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### Momentum Fighter

If you move at least 10 ft on your turn before attacking, you gain +1 Defense until the start of your next turn.

## Suggested Species Pairings

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- **Tiger** — Tigers are powerful, bold, and built for front-line impact with a Might-boosting stat profile; a Tiger Barbarian charging through a battlefield with Stormrush is the most exciting thing in any Tales & Tails session.
- **Dog** — Dogs bring infectious enthusiasm and loyalty that perfectly matches the Barbarian's Battle Yell and team-lifting playstyle; their natural Might and joyful energy makes every Charge In feel like a best friend leaping to the rescue.

## Tags

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Calling damage melee tank

# Glowcaster

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## *The Magical Spark Mage*

*A ranged spellcaster who channels concentrated light and sparkle-magic to break Darkness Points and chase corruption away from the creatures of Talestria.*

## Overview

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Glowcasters are the shining storytellers of magic. Their spells sparkle like stars, and their emotions shimmer in the air around them. Glowcasters aren't destructive — they use concentrated light to chase away darkness and restore memories. In the fight against The Unwritten, a Glowcaster is both a beacon and a weapon, flooding corrupted creatures with warm, story-filled light until the dark scales crumble away.

## Stats

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Stat	Bonus
Clever	+2
Keen	+1

## Proficiencies

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- Wands
- Staves
- Light armor
- Arcane tools

## Abilities

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### Spark Shot

Fire a tiny bolt of shimmering magic that breaks 1 Darkness Point (DP).

### Light Bubble

Create a small glowing bubble that gives an ally +1 to their next roll.

### Read the Glow

Detect magical energy or corrupted areas within 10 ft.

## Signature Ability (Level 3)

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### Prism Burst

Release a burst of rainbow light that breaks 1 DP from all foes within 10 ft.

## Once-Per-Rest Power

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### Nova Flicker

Supercharge a spell to break 3 DP on a single target.

## Passive Feature

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### Ambient Glow

You shed gentle magical light; allies near you have +1 to Spirit Saves.

## Suggested Species Pairings

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- **Baby Dragon** — A dragon's innate magic and flame nature amplifies sparkle-spells into blazing beams of story-light, and the thematic pairing of dragon fire and pure light is unstoppable.
- **Owl** — An owl's Clever +2 stacks perfectly with the Glowcaster's Clever focus, and their Star Echo ability to detect corrupted creatures makes every Spark Shot a precision strike.

## Tags

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Calling damage support magic

# Guardian

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## *The Shieldbearer*

*A pure protector who absorbs hits for allies, redirects Darkness Point damage to themselves, and holds the line with unshakable patience and an enormous shield.*

## Overview

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Guardians are walking castles. They're not flashy duelists or glory-chasing heroes — they're the quiet, stubborn shields that never move. When shadows lash out, the Guardian steps in front, holds up their shield, and says, "Nope." Friends feel braver just standing near them. In any fight against The Unwritten, the Guardian's job is simple: make sure no one else goes down. Everything else is secondary.

## Stats

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Stat	Bonus
Brave	+2
Keen	+1

## Proficiencies

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- Shields (all sizes, tower shields)
- Hammers and maces
- Medium and heavy armor
- Protector tools (signal horns, barrier kits, first-aid charms)

## Abilities

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### Shield Bash

Strike a corrupted creature with your shield, breaking 1 DP. The hit is blunt and resolute — not meant to wound, but to crack the scales of darkness.

### Shield Wall

Until your next turn, you and all allies within 5 ft gain +1 Defense.

### Take the Hit

Choose one adjacent ally. Until your next turn, the first time they would take DP, you take that DP instead (you may reduce it by 1 if it's only 1 DP).

### Steady Voice

Calm a friend; one ally within 15 ft gains +2 to their next Spirit Save and can immediately end the Frightened condition.

## Signature Ability (Level 3)

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### Bulwark Bubble

Create a shimmering shield dome around you and up to 2 adjacent allies. The dome absorbs 3 total DP of damage shared among everyone inside before it fades.

## Once-Per-Rest Power

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### Iron Stand

You plant your shield and become an unshakable wall for 3 rounds: you gain +2 Defense and can't be pushed or knocked prone. Once each round, when an ally within 10 ft would take DP, you may instead take that DP and reduce it by 1 (minimum 0).

## Passive Feature

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### Shieldmate Aura

Allies adjacent to you have +1 Defense as long as you're conscious and not stunned.

## Suggested Species Pairings

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- **Turtle** — Turtles embody defensive patience with their natural shell, high Brave, and endurance stats; a Turtle Guardian stacking Shell Defense with Shieldmate Aura and Iron Stand is a near-impenetrable fortress of kindness.
- **Panda** — A panda's Calm Spirit, Bamboo Fortitude (+2 Max HP), and Soothing Presence (remove 1 DP from an ally) make them a deeply synergistic Guardian — calm, enduring, and always watching out for the party.

## Tags

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Calling tank support melee

# Inventor

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*The Gadget Genius*

*A clever tinkerer who deploys adorable contraptions and tiny robots to break Darkness Points, buff allies, and solve problems no amount of muscle could handle.*

## Overview

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Inventors use adorable little gadgets to solve problems, rescue friends, and pop Darkness Plates off corrupted creatures. Where other Callings rely on magic or might, the Inventor relies on cleverness and creativity — and when their Sprocket Bot whirs to life and starts popping DP off a corrupted creature, it's hard to argue with the results.

## Stats

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Stat	Bonus
Clever	+2
Swift	+1

## Proficiencies

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- Gadgets
- Light armor
- Tinker tools

## Abilities

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### Gadget Shot

Launch a cute contraption to break 1 DP.

### Auto-Helper

Deploy a tiny robot that gives an ally +1 to rolls.

### Tinker Fix

Repair an item or grant +1 Defense to a friend.

## Signature Ability (Level 3)

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### Sprocket Bot

Summon a small robot companion that can break 1 DP per turn for 3 turns.

## Once-Per-Rest Power

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### Whizbang Device

Break 2 DP and stun a foe with a harmless poof of smoke.

## Passive Feature

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### Keen Engineer

Detect mechanical traps, hidden devices, and corruption tech.

## Suggested Species Pairings

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- **Gecko** — Geckos' nimble fingers and technical curiosity make them natural Inventors; their sticky grip lets them attach gadgets to almost any surface, and their Clever bonus feeds directly into Inventor's crafting checks.
- **Otter** — Otters are Talestria's original tool-users, always fiddling with something; their Swift and playful intelligence pairs beautifully with the Inventor's gadget-heavy playstyle and quick-deploy abilities.

## Tags

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Calling damage support utility ranged

# Keeper

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## *The Memory Mage*

*A support caster who wields the power of stories and remembrance to shield allies, expose corruption, and ultimately remind corrupted creatures who they truly are.*

## Overview

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Keepers preserve Talestria's stories. When darkness tries to erase a creature's identity, a Keeper reminds them who they truly are. Armed with tomes, scrolls, and a deep love of lore, the Keeper is the party's scholar and spiritual backbone — the one who knows exactly how many Darkness Points a foe has left, and exactly which story to tell to start breaking them free.

## Stats

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Stat	Bonus
Keen	+2
Clever	+1

## Proficiencies

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- Tomes
- Scrolls
- Light armor
- Scholar tools

## Abilities

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### Recall the Name

Speak a fragment of a corrupted creature's true story, breaking 1 DP. The creature flinches as a memory surfaces — not pain, but recognition.

### Memory Spark

Restore 1 forgotten detail to an ally or NPC.

### Identify Darkness

Learn how many DP a foe has left.

### Story Shield

Surround an ally in a narrative shield (+2 Defense).

## Signature Ability (Level 3)

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### Rewrite the Ending

Change one failed roll for an ally into a success.

## Once-Per-Rest Power

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### Page Burst

Summoned pages swirl around a foe, removing 2 DP.

## Passive Feature

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### Lorekeeper's Insight

Gain hints, clues, or secrets more easily.

## Suggested Species Pairings

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- **Owl** — Owls carry Clever +2 and Keen +1 and live among the scholars of Starbright Tower; their Star Echo corruption-detection ability perfectly complements Identify Darkness for a Keeper who always knows exactly what they're facing.

- **Red Panda** — A Red Panda's curiosity and Mind Save bonus keeps their stories safe from corruption's forgetting; their Warm Glow ability that weakens small corruption is a thematic perfect match for a Calling built around fighting The Unwritten.

## Tags

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Calling support utility magic

# Knight

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*The Brave Protector*

*A frontline tank who stands between friends and darkness, breaking Darkness Points with fearless melee strikes and shielding allies with unwavering courage.*

## Overview

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Knights are noble defenders who stand between darkness and their friends. Their strength is not in violence, but in their unwavering bravery and ability to knock darkness away with pure heart. When The Unwritten sends corrupted creatures charging forward, the Knight plants their feet, raises their shield, and refuses to let anything reach the ones they love.

## Stats

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Stat	Bonus
Might	+2
Brave	+1

## Proficiencies

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- Shields
- Swords and hammers
- Medium armor
- Heroic tools (whistles, banners)

## Abilities

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### Bonk Strike

Break 1 DP with a harmless "bonk" of your weapon.

### Guard Stance

Give an ally +2 Defense until your next turn.

### Courage Call

All allies gain +1 to their next Spirit Save.

## Signature Ability (Level 3)

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### Heartshield

Absorb the next DP damage for an ally instead of them taking it.

## Once-Per-Rest Power

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### Heroic Charge

Rush forward and break 2 DP (or 3 if you had momentum).

## Passive Feature

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### Noble Presence

Creatures under corruption hesitate to target you, giving you +1 Defense vs corrupted foes.

## Suggested Species Pairings

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- **Lion** — A lion's natural leadership and Might bonus creates a fearsome but honorable Knight whose Courage Call carries true royal authority over the battlefield.
- **Penguin** — Penguins have Brave +2 and Might +1, which stacks beautifully with the Knight's own Brave/Might focus, and their Slide Charge gives the Heroic Charge even more momentum.

## Tags

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Calling tank melee support

# Leafling

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*The Forest Friend*

*A nature-magic healer who mends wounds, shapes terrain, and shields allies with living plants while gently breaking the corruption that smothers Talestria's creatures.*

## Overview

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Leaflings nurture the land and mend wounded hearts. They are gentle guardians connected to the living rhythm of Talestria. When The Unwritten's corruption spreads like a shadow over the forests, a Leafling answers with roots, blossoms, and the deep patience of the earth itself — holding corrupted creatures still long enough to hear the world's story again.

## Stats

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Stat	Bonus
Keen	+2
Brave	+1

## Proficiencies

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- Nature tools
- Staves
- Light armor
- Animals and plants

## Abilities

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### Vine Snare

Hold a corrupted foe in place.

### Bloom Mend

Heal 2 HP or remove 1 DP.

### Whisper to Leaves

Ask nature questions (simple guidance).

## Signature Ability (Level 3)

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### Verdant Shield

A leafy shield wraps an ally, absorbing 2 DP.

## Once-Per-Rest Power

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### Bloom Burst

Flower magic removes 2 DP from a foe or heals 3 HP.

## Passive Feature

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### Nature's Friend

Animals instantly trust you; corrupted beasts target you less often.

## Suggested Species Pairings

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- **Panda** — Pandas carry Keen +2 and Brave +1 — an exact match for the Leafling's stat boosts — plus their Soothing Presence ability to remove DP makes them a deeply synergistic nature healer.
- **Frog** — Frogs thrive in the green and wild places of Talestria, and their Vine Leap and swamp-born resilience pair naturally with Vine Snare and Leafling's terrain-shaping abilities.

## Tags

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Calling support utility magic

# Luminarch

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*The Radiant Protector*

*A light-magic guardian who shields allies with halos and radiant barriers, breaks Darkness Points with beams of pure hope, and reduces the damage corruption can deal to those they protect.*

## Overview

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Luminarchs shine hope into even the darkest corners. Their magic protects, uplifts, and strengthens the courage of everyone around them. Part healer, part defender, and entirely radiant, the Luminarch is the warm glow at the center of the party — the one who makes every ally feel braver and every corrupted creature's darkness feel just a little less permanent.

## Stats

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Stat	Bonus
Warm	+2
Keen	+1

## Proficiencies

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- Radiant tools
- Light armor
- Charms

## Abilities

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### Shine Beam

Break 1 DP from a foe with pure light.

### Halo Shield

Grant an ally +2 Defense.

### Hope's Touch

Heal 1 HP with a glowing hand.

## Signature Ability (Level 3)

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### Sunburst Veil

All allies within 10 ft gain +2 Defense until your next turn. Corrupted creatures within 10 ft have Disadvantage on their next attack.

## Once-Per-Rest Power

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### Radiant Pulse

Emit a bright pulse that removes 2 DP from one foe or 1 DP from all nearby.

## Passive Feature

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### Light of Heart

Corrupted creatures deal -1 DP damage to you.

## Suggested Species Pairings

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- **Unicorn** — A unicorn's radiant Horn Light and Warm-boosting stats make them a natural Luminarch; their magic and the Calling's magic are the same thing — pure, unfiltered hope that darkness cannot touch.
- **Phoenix** — A phoenix's rebirth theme and light-fire nature amplifies every Shine Beam into a blazing column of renewal, and their natural resilience complements the Luminarch's reduced DP damage passive beautifully.

## Tags

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Calling support tank magic

# Sneaklet

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*The Sneaky Trickster*

*A mobile, evasive trickster who uses clever feints and quick paws to break Darkness Points and dance through danger without getting caught.*

## Overview

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Sneaklets are lovable troublemakers who use clever tricks and quick paws to outsmart corruption. They dance through danger, distracting darkness with charm and cunning. Where a Knight charges head-on and a Glowcaster blasts from afar, a Sneaklet slips through the gaps, pokes corruption in the side, and vanishes before anyone notices — leaving foes confused and one DP lighter.

## Stats

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Stat	Bonus
Swift	+2
Clever	+1

## Proficiencies

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- Daggers
- Slings
- Light armor
- Trick tools

## Abilities

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### Trick Tail Feint

Give a foe disadvantage on their next action.

### Quick Jab

Break 1 DP (if the foe is distracted, break 2).

### Soft Steps

Gain advantage on stealth checks.

## Signature Ability (Level 3)

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### Shadow Flip

Teleport 5 ft to any space you can see and break 1 DP.

## Once-Per-Rest Power

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### Prankster Burst

Confuse all foes within 10 ft, breaking 1 DP from one target and giving another foe disadvantage.

## Passive Feature

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### Lucky Footwork

Once per turn, you may reroll a failed Swift save.

## Suggested Species Pairings

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- **Fox** — Foxes have Swift +2 and Clever +1, a perfect mirror of the Sneaklet's own stat boosts. Add the Fox's Quickstep (+2 initiative) and Trick Tail (bonus DP removal) and you have the slipperiest trickster in Talestria.
- **Cat** — A cat's natural stealth and clever nature amplifies Soft Steps into near-invisibility, and their unpredictable personality fits the Sneaklet's chaotic, prank-first approach perfectly.

## Tags

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Calling damage utility melee hybrid

# Songweaver

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*The Melody Mage*

*A musical support caster who buffs allies, heals hearts, and breaks Darkness Points with waves of beautiful, hopeful sound.*

## Overview

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Songweavers cast spells with music. Their melodies spark hope, repair hearts, and weaken the shadows that steal memories. In battle, a Songweaver is the heartbeat of the party — every note they play lifts a teammate's spirits, every chord they strike chips away at The Unwritten's hold on a corrupted creature. When the music swells, even the darkest foe remembers who they once were.

## Stats

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Stat	Bonus
Warm	+2
Keen	+1

## Proficiencies

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- Instruments
- Light armor
- Emotion magic

## Abilities

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### Harmony Note

Break 1 DP from a foe with a soothing chord.

### Heart Tune

Restore 1 HP to an ally.

### Inspire

An ally gains +2 on their next roll.

## Signature Ability (Level 3)

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### Chorus of Courage

All allies gain +1 to their next roll and heal 1 HP. The next ally who breaks DP this turn breaks +1 extra DP.

## Once-Per-Rest Power

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### Crescendo Burst

Release a wave of music that removes 2 DP from one foe or 1 DP from all nearby foes.

## Passive Feature

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### Lingering Melody

Your songs stay in the air, giving allies +1 Spirit Save.

## Suggested Species Pairings

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- **Dolphin** — Dolphins are natural musicians whose calls carry through water and air; their high Warm stat and joyful nature make every Harmony Note ring twice as true.
- **Unicorn** — A unicorn's Warm-focused stat bonuses and innate magical warmth turn the Songweaver's Chorus of Courage into a radiant song that fills the whole battlefield with golden light.

## Tags

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Calling support magic hybrid

# Stonecaller

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*The Builder and Terrain Manipulator*

*A durable battlefield controller who raises walls, creates cover, and shapes the earth itself to protect allies and chip Darkness Points off corrupted foes with the steady power of stone.*

## Overview

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Stonecallers shape the earth into tools, shelters, and shields. Their steady hands and strong hearts make them natural protectors. While other Callings focus on rushing in or blasting from afar, a Stonecaller wins by controlling the ground beneath everyone's feet — raising a Quick Block here, sensing a hidden threat there, and unleashing a harmless but powerful earth-quake that rattles darkness right off a corrupted creature.

## Stats

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Stat	Bonus
Brave	+2
Might	+1

## Proficiencies

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- Hammers
- Stones
- Heavy tools
- Crafting kits

## Abilities

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### Pebble Pop

Break 1 DP with a small stone pop.

### Quick Block

Raise a tiny stone wall granting cover.

### Earth Sense

Detect vibrations or hidden threats.

## Signature Ability (Level 3)

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### Stone Shield

Form a protective dome that absorbs 2 DP of damage.

## Once-Per-Rest Power

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### Earth Burst

A harmless quake breaks 2 DP from a foe.

## Passive Feature

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### Solid Footing

You cannot be pushed or knocked prone.

## Suggested Species Pairings

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- **Turtle** — Turtles are built for endurance and defense, carrying high Brave and natural shell protection; a Turtle Stonecaller is practically a living fortress, stacking Shell Defense with Stone Shield for layers of protection that frustrate every enemy.
- **Tiger** — A tiger's Might bonus and fearless nature turns the Stonecaller from a pure defender into a high-pressure aggressor who can Pebble Pop a foe while standing immovably in the center of the fight.

## Tags

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Calling tank utility melee

# Wildscout

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*The Explorer and Archer*

*A ranged sharpshooter and wilderness tracker who breaks Darkness Points from a distance, moves swiftly through terrain, and always knows where the danger is before it arrives.*

## Overview

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Wildscouts explore the wide world with courage and curiosity. They're sharpshooters, trackers, and swift adventurers who always know the way home. When corruption begins spreading through Talestria's forests and mountains, the Wildscout is often the first to find it — and with a steady eye and a magic-tipped arrow, the first to start breaking it apart.

## Stats

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Stat	Bonus
Swift	+2
Keen	+1

## Proficiencies

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- Bows
- Slingshots
- Light armor
- Survival tools

## Abilities

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### True Shot

Break 1 DP at range.

### Trail Sense

Advantage on tracking or navigation.

### Quick Step

Move +5 ft before or after an attack.

## Signature Ability (Level 3)

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### Forest Focus

Your next ranged hit breaks 2 DP instead of 1.

## Once-Per-Rest Power

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### Wind Arrow

Fire a magic arrow that removes 1 DP from two different foes.

## Passive Feature

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### Silent Range

Ranged attacks do not reveal your position if you're hiding.

## Suggested Species Pairings

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- **Rabbit** — Rabbits are lightning-fast with high Swift; combining Rabbit's burst movement with Quick Step and Silent Range makes a Wildscout who is practically impossible to pin down at range.
- **Owl** — An owl's Night Sight, Silent Wings, and Keen bonus turns the Wildscout into an aerial sniper who can scout corrupted areas (Star Echo + Trail Sense), attack from darkness, and never be found.

## Tags

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Calling damage utility ranged