

KILANNIA, 1ST LEVEL WOOD-ELF RANGER

Str Score	Con Score	Dex Score	Int Score	Wis Score	Cha Score	Armor Class	Hit Points
10	14	16	10	16	14	18	27
Str Mod.	Con Mod.	Dex Mod.	Int Mod.	Wis Mod.	Cha Mod.	Physical Defences	Recoveries
+0	+2	+3	+0	+3	+2	14	10
Str Skill	Con Skill	Dex Skill	Int Skill	Wis Skill	Cha Skill	Mental Defence	Recovery Roll
+1	+3	+4	+1	+4	+3	13	1d8+2

COMBAT ATTACKS

DOUBLE RANGED ATTACK: Ranged Attack +4 vs AC; *Hit* 1d6+3; *Miss* 1

Natural Even Roll: Second Ranged Attack +4 vs AC; *Hit* 1d6+3; *Miss* 1

BASIC MELEE ATTACK: Attack +4 vs AC; *Hit* 1d10+0; *Miss* 1

BASIC MISSILE ATTACK: Ranged Attack +4 vs AC; *Hit* 1d8+3; *Miss* 1

ONE UNIQUE THING

I was the lone survivor of the Wood-Elf Zombie Onslaught.

RACIAL POWER AND ABILITIES

ELVEN GRACE: At the start of each of your turns, roll die. If roll \leq escalation die, you get an extra standard action that turn. Die starts at d6 but increases in size each success.

FEATS

ANIMAL COMPANION ADVENTURER: Companion uses Escalation Die.

CLASS FEATURES, TALENTS, POWERS, AND SPELLS

ANIMAL COMPANION ADEPT: Has an Animal Companion.

Vitality Daily Spell. Heals a nearby Animal Companion using a free recovery.

DOUBLE RANGED ATTACK: Gain Additional Combat Attack.

ICON RELATIONSHIPS

The High Druid (Positive 1 die)

The Elf Queen (Positive 1 die)

The Lich King (Negative 1 die)

BACKGROUND SKILLS

Tracking +3

Bounty Hunter +5

NOTES

EQUIPMENT: Light Armour, Great Sword, Longbow, 25gp

INCREMENTAL ADVANCES: —

<p>MATLILDA, Komodo Dragon AC 16 PD 14 MD 10 Hit Points 20 Attack +5 vs AC; Hit 1d8 +1 Attack bonus if moves before attack</p>
