

# KILANNIA, 3<sup>RD</sup> 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	20	45	
Str Mod.	Con Mod.	Dex Mod.	Int Mod.	Wis Mod.	Cha Mod.	Physical Defences	Recoveries	
+0	+2	+3	+0	+3	+2	16	10	
Str Skill	Con Skill	Dex Skill	Int Skill	Wis Skill	Cha Skill	Mental Defence	Recovery Roll	Init
+3	+5	+6	+3	+6	+5	15	3d8+3	+6

## COMBAT ATTACKS

DOUBLE RANGED ATTACK: Ranged Attack +7 vs AC; *Hit* 3d6+4; *Miss* 3  
*Natural Even Roll*: Second Ranged Attack +7 vs AC; *Hit* 3d6+4; *Miss* 3  
 BASIC MELEE ATTACK: Attack +6 vs AC; *Hit* 3d10+0; *Miss* 3  
 BASIC MISSILE ATTACK: Ranged Attack +7 vs AC; *Hit* 3d8+4; *Miss* 3  
 ARCHER'S GUANTLET: (Recharge 16+) On a miss with a ranged weapon attack;  
 Ranged Attack +10 vs AC; *Hit* 3d8+3

## 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 ≤ escalation die, you get an extra standard action that turn. Die starts at d6 but increases in size each success.

## FEATS

ANIMAL COMPANION ADVENTURER: Once per day, your animal companion can attack twice in a round with a standard action.  
 ANIMAL COMPANION ADVENTURER: Companion uses Escalation Die.  
 PRECISE SHOT: Ranged attacks won't hit engaged allies.

## CLASS FEATURES, TALENTS, POWERS, AND SPELLS

ANIMAL COMPANION ADEPT: Has an Animal Companion.  
*Vitality* Daily Spell, Quick Action. 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: Archer's Guantlets, Cruel Long Bow +1, Light Armour, Great Sword, Longbow, 725gp

INCREMENTAL ADVANCES: —

CRUEL BOW: (Recharge 11+) When damage from this weapon leaves an enemy with 20 hit points or fewer, you deal 5 ongoing damage to it. Quirk: Tortures flies.

MATLILDA, Komodo Dragon AC 18 PD 16 MD 12 Hit Points 36 Attack +7 vs AC; Hit 2d6 +1 Attack bonus if moves before attack
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