

# KILANNIA, 7<sup>TH</sup> LEVEL WOOD-ELF RANGER

Str Score	Con Score	Dex Score	Int Score	Wis Score	Cha Score	Armor Class	Hit Points	
10	16	18	10	18	14	25	120	
Str Mod.	Con Mod.	Dex Mod.	Int Mod.	Wis Mod.	Cha Mod.	Physical Defences	Recoveries	
+0	+3	+4	+0	+4	+2	21	10	
Str Skill	Con Skill	Dex Skill	Int Skill	Wis Skill	Cha Skill	Mental Defence	Recovery Roll	Init
+7	+10	+11	+7	+11	+9	19	7d8+3	+115

## COMBAT ATTACKS

DOUBLE RANGED ATTACK: Ranged Attack +14 vs AC; *Hit* 7d6+10; *Miss* 7

*Natural Even Roll*: Second Ranged Attack +14 vs AC; *Hit* 7d6+10; *Miss* 7

BASIC MELEE ATTACK: Attack +10 vs AC; *Hit* 7d10+0; *Miss* 7

BASIC MISSILE ATTACK: Ranged Attack +14 vs AC; *Hit* 7d8+10; *Miss* 7

ARCHER'S GUANTLET: (Recharge 16+) On a miss with a ranged weapon attack;  
Ranged Attack +10 vs AC; *Hit* 7d8+7

## 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.

## 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

INCREMENTAL ADVANCES: None.

EQUIPMENT: Archer's Guantlets, Cruel Long Bow +1, Longbow of Fallen Grace +3, Light Armour, Great Sword, Longbow, 3225gp

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.

Longbow of Fallen Grace (+3 longbow – recharge 16+): If your elven grace racial ability roll failed this turn, use the natural result of this bow's attack roll as another elven grace roll, after you see the roll. Quirk: Complains too often that the glorious centuries of old are gone forever.

TEMUKA, Bengal Tiger  
5<sup>th</sup> Level Animal Companion  
AC 23 PD 21 MD 17  
Hit Points 90  
Attack +13 vs AC; Hit 6d6  
(Crit range expands by 2 against enemies with lower initiative.)

## 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.

ANIMAL COMPANION CHAMPION: Companion uses Lethal Hunter.

PRECISE SHOT: Ranged attacks won't hit engaged allies.

IMPROVED INITIATIVE: +4 to initiative.

LETHAL HUNTER ADVENTURER: Improve Lethal Hunter's crit range.

LETHAL HUNTER CHAMPION: One battle per day, you can use Lethal Hunter against two different enemies.

## 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.

LETHAL HUNTER: Once per battle as a free action, choose an enemy. The crit range of your attacks against that enemy expands by 3 for the rest of the battle. A mob of mooks counts as a single enemy.