

SINDAR, 1ST LEVEL WOOD-ELF RANGER

Str Score	Con Score	Dex Score	Int Score	Wis Score	Cha Score	Armor Class	Hit Points
16	14	16	10	14	10	17	27
Str Mod.	Con Mod.	Dex Mod.	Int Mod.	Wis Mod.	Cha Mod.	Physical Defences	Recoveries
+3	+2	+3	+0	+2	+0	15	8
Str Skill	Con Skill	Dex Skill	Int Skill	Wis Skill	Cha Skill	Mental Defence	Recovery Roll
+4	+3	+4	+1	+3	+1	11	1d8+2

COMBAT ATTACKS

DOUBLE MELEE ATTACK: Attack +5 vs AC; *Hit* 1d6+3; *Miss* 1

Natural Even Roll: Second Attack +5 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 am the only wood-elf to have successfully passed the Test of A'lar at the Prince of Shadows tower.

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

RANGER EX CATHEDRAL ADVENTURER: You can use the cleric class feature heal (Heal page 95) once per battle.

CLASS FEATURES, TALENTS, POWERS, AND SPELLS

DOUBLE MELEE ATTACK: Gain Additional Combat Attack.

RANGER EX CATHEDRAL: You can learn a single cleric spell.

Cure Wounds: Quick Action, twice per battle, Grant free recovery

TWO WEAPON MASTERY: You gain a +1 attack bonus when fighting with a one-handed melee weapon in each hand.

ICON RELATIONSHIPS

The Great Gold Wyrn (Positive 1 die)

The Elf Queen (Positive 1 die)

The Prince of Shadows (Conflicted 1 die)

BACKGROUND SKILLS

Thief +4

Survivalist +4

NOTES

EQUIPMENT: Light Armour, 2 Heavy Scimitars, Longbow, 25gp

INCREMENTAL ADVANCES: —