

## SINDAR, 3<sup>RD</sup> 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	19	45	
Str Mod.	Con Mod.	Dex Mod.	Int Mod.	Wis Mod.	Cha Mod.	Physical Defences	Recoveries	
+3	+2	+3	+0	+2	+0	17	8	
Str Skill	Con Skill	Dex Skill	Int Skill	Wis Skill	Cha Skill	Mental Defence	Recovery Roll	Init
+6	+5	+6	+3	+5	+3	13	3d8+3	+6

### COMBAT ATTACKS

DOUBLE MELEE ATTACK: Attack +7 vs AC; Hit 3d6+5; Miss 3

*Natural Even Roll:* Second Attack +7 vs AC; Hit 3d6+5; Miss 3

BASIC MELEE ATTACK: Attack +7 vs AC; Hit 3d8+5; Miss 3

BASIC MISSILE ATTACK: Ranged Attack +6 vs AC; Hit 3d8+3; Miss 3

### ONE UNIQUE THING

I am the only wood-elf to have successfully passed the Test of A'lar at the Prince of Shadows tower and gained the secret knowledge within.

### 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, grant free recovery once per battle as a quick action (page 95).

ELVEN ADVENTURER HERITAGE OF THE SWORD: +2 damage with swords.

STRONG RECOVERY: Reroll 1 die and take highest when rolling recovery die.

### 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:* Grant free recovery once per day as a quick action (page 98).

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 Longswords, Longbow, 625gp

MAGIC ITEMS: 3 Potion of Healing (recovery+1d8), +1 Weapon Oil

INCREMENTAL ADVANCES: —