

# SINDAR, 4<sup>TH</sup> LEVEL WOOD-ELF RANGER

Str Score	Con Score	Dex Score	Int Score	Wis Score	Cha Score	Armor Class	Hit Points	
17	15	17	10	14	10	21	54	
Str Mod.	Con Mod.	Dex Mod.	Int Mod.	Wis Mod.	Cha Mod.	Physical Defences	Recoveries	
+3	+2	+3	+0	+2	+0	18	9	
Str Skill	Con Skill	Dex Skill	Int Skill	Wis Skill	Cha Skill	Mental Defence	Recovery Roll	Init
+7	+6	+7	+4	+6	+4	14	4d8+2	+7

## COMBAT ATTACKS

DOUBLE MELEE ATTACK: Attack +9 vs AC; *Hit* 4d6+6; *Miss* 8

*Natural Even Roll*: Second Attack +9 vs AC; *Hit* 4d6+6; *Miss* 8

BASIC MELEE ATTACK: Attack +9 vs AC; *Hit* 4d8+6; *Miss* 8

BASIC MISSILE ATTACK: Ranged Attack +7 vs AC; *Hit* 4d8+3; *Miss* 4

## 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.

TWO WEAPON MASTERY ADVENTURER: Add level to miss damage.

## 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 of Swift Fury +1, Boots of Ferocious Charge +1, Potion Belt +1, 2 Longswords of Protection +1, Longbow, 1150gp

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

INCREMENTAL ADVANCES: —

## MAGIC ITEMS

**LONGSWORD OF PROTECTION:** (Recharge 6+) When you make a basic attack with this weapon, gain a +4 bonus to all defenses until the end of your next turn. Quirk: Has urges to watch over the helpless or innocent.

**LIGHT ARMOUR OF SWIFT FURY:** (recharge 16+): When an enemy crits you in melee, you may immediately take an opportunity attack against that enemy. Quirk: Unsettlingly cheery, especially in the face of danger.

**BOOTS OF FEROCIOUS CHARGE:** Whenever you move to engage a foe first and then make a melee attack against it during the same turn, you deal +1d6 damage, hit or miss (champion: +2d8; epic: +4d10). Quirk: You like to start fights as much as you like to finish them.

**POTION BELT:** (recharge 16+) Drink a potion stored on this belt as a quick action instead of a standard action. (It also provides stylish flaps for up to six potions.) Quirk: Constantly attempts to refill everyone else's drinks. Or potions. Or ration bags.