



Wood Elf Ranger level 2

One Unique Thing: What sets you apart from all the rest?

Icon Relationships: 3 points to spend

	Ability	Modifier
STR	16	3
CON	12	1
DEX	18	4
INT	10	0
WIS	12	1
CHA	10	0

Armor Class	Physical Def.	Mental Def.
AC 17	PD 15	MD 11

Hit Points

HP	Current	/32	Max
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Recoveries

Current	/8	Max
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Recovery

Roll
2d8+1

Initiative: +6

Equipment: Short Sword, Long Bow, Armor, Etc...

Backgrounds: 8 points to spend on max. +5 in 1 skill
Tracker +5 Ranger Talent: Tracker Background at +5 free

1st lvl: Archery Feat
2nd lvl: Double Ranged Feat

Basic Melee Attack



Short Sword

Attack: +6 vs. AC

Hit: 2d6+3 Damage

Miss: 2

Basic Ranged Attack



Bow

Attack: +6 vs. AC

Hit: 2d6+4 Damage

Miss: 2

Archery / Battle



Once per battle, reroll one of your missed ranged attacks.
The reroll gains a +2 attack bonus.
+1 crit. range.

Double Ranged Attack



When you attack with a ranged weapon that does not need to be reloaded (like your bow), you can make a second ranged attack when your first attack roll is a natural even roll.

Your second attack gains a +2 attack bonus if it is against a different target. Also, step damage dice down one step (2d8 to 2d6)

Elven Grace



At the beginning of each of your turns, roll a die to see if you get an extra standard action. If your roll is equal to or lower than the escalation die, you get an extra standard action that turn.

At the start of battle, you roll a d6. Each time you successfully gain an extra action, the size of the die you roll increases by one step on the following progression: d6, d8, d10, d12, d20. If you get an extra action after rolling a d20, you can no longer get an extra action that battle.

Incremental Advances

Ability Score Bonus
4th / 7th / 10th level ☐
(+1 to 3 abilities)

Feat: ☐

Hit Points: ☐

Extra Magic Item ☐

Power/Spell ☐☐☐☐

Skills (+1) ☐