



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 16	MD 12

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

Backgrounds: 8 points to spend on max. +5 in 1 skill

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

Basic Melee Attack

Long Sword

Attack: +6 vs. AC

Hit: 2d8+3 Damage

Miss: 2

Basic Ranged Attack

Note: Double Ranged Attack (see below) is your default ranged attack. Declare if you are using the basic attack instead to do more damage.

Bow

Attack: +6 vs. AC

Hit: 2d8+4 Damage

Miss: 2

Archery / Battle

Once per battle, reroll a missed ranged attack. Your Archery reroll gains a +2 attack bonus and the attack's crit range expands by 1.

Double Ranged Attack

When you attack with a ranged weapon that does not need to be reloaded (like your bow), your default option is to make a double ranged attack. Reduce your weapon damage from d8s to d6s. If your first attack is a natural even roll (hit or miss) you can make a second attack as a free action. Your second attack gains a +2 attack bonus if it's against a different target.

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.

Lethal Hunter

Once per battle as a free action, choose an enemy. The crit range of your attacks against that enemy expands by 2 for the rest of the battle. A mob of mooks counts as a single enemy.

Incremental Advances

Ability Score Bonus 4th / 7th / 10th level (+1 to 3 abilities) Extra Magic Item
 Feat: Power/Spell
 Hit Points: Skills (+1)