

NAME
Wood Elf
KIT

RANGER

DESCRIPTION

LEVEL



STRENGTH DEXTERITY

ONE UNIQUE THING

ABILITY SCORES

HIT POINTS & RECOVERIES

ARMOR CLASS

SCORE 10 +0 MODIFIER	SCORE 19 +4 MODIFIER	SCORE 15 +2 MODIFIER	SCORE 16 +3 MODIFIER	SCORE 12 +1 MODIFIER	SCORE 13 +1 MODIFIER
STRENGTH	DEXTERITY	CONSTITUTION	WISDOM	INTELLIGENCE	CHARISMA

PHYSICAL DEFENSE | MENTAL DEFENSE

MAX HP: 18 STAGGERED, 36, -18 DEAD

RECOVERIES: 8 MAX RECOVERIES

CASTER, HUNTER, WARRIOR

DEFENSES & INITIATIVE

BASIC MELEE ATTACK

Ranger talents are divided into three categories: Caster, Hunter, and Warrior. If your character has at least one talent in a category, they obtain the appropriate special benefit below.

Caster HH137

You gain a +2 bonus to your Mental Defense.

Lethal Hunter HH138

Quick Use when escalation die is 1+, before making an attack on your turn (but not a *double ranged/melee attack*). Hit or miss, do extra **+11** damage.

Skirmisher HH140

Quick Take a second *skirmisher turn* this round, at half your initiative, rounding down. You get a standard action and a move action in your *skirmisher turn*.

ARMOR CLASS: 18

PHYSICAL DEFENSE: 15

INITIATIVE: +6

MENTAL DEFENSE: 15

Scimitars
WEAPON
2d8+4
HIT DAMAGE

13 / 2
AVG MISS

+6
VS AC

BASIC RANGED ATTACK

Longbow
WEAPON
2d8+4
HIT DAMAGE

13 / 2
AVG MISS

+6 +6
VS AC
NEAR-FAR

CURRENT HP

RECOVERY DICE: AVERAGE 11, 2d8+2

TEMP HP

ONGOING DAMAGE TYPE SAVE

CONDITIONS & OTHER EFFECTS SAVE

FEATURES, TALENTS, & SPELLS

ACTION	NAME	TRIGGER/TARGET/EFFECT	PAGE #
Free	Queen's Eye	When the ESC DIE is 2+, turn your miss with a ranged attack into a hit.	HH36
Std	Twin Arrows	When you attack with a non-thrown ranged weapon that doesn't require a separate action to reload, your default option is to make a <i>double ranged attack</i> . This is the same as a <i>basic ranged attack</i> except you can make two attacks within your weapons normal range, either against two targets or two attacks against one target. If you choose two targets, specific which target will be attacked with your higher roll and which will get the lower. Natural even hit: 11 damage. Natural odd hit: 6 damage. Natural even miss: 2 damage. Natural odd miss: -	HH139
-	Combat Archery	You do not trigger opportunity attacks from engaged enemies that you target with a ranged weapon attack. Other engaged enemies will get opportunity attacks, but they are resolved after your triggering attack.	HH140
-	Elemental Nature	1/arc you can cast <i>river teeth</i> , <i>wild heal</i> , <i>flame blossoms</i> , or <i>thunder strike</i> . <i>Adventurer Feat</i> When the ESC DICE is 4+, you can cast a spell you have not already cast this battle.	HH146
Std	River Teeth	CQ Spell. Targets: You and/or an ally or allies, up to a number of creatures equal to the ESC DICE. Effect: Each target can save against a temporary effect it is suffering from. One target that succeeds with a save can use an at-will attack as a free action.	
Quick	Wild Heal	CQ Spell. Targets: You or one nearby ally, and one other nearby ally that has taken damage. Effect: Each target heals using one of its recoveries.	

USAGE

AT-WILL & RECHARGE	PER BATTLE	PER ARC
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Double Ranged Attack	<input type="checkbox"/> Lethal Hunter <input type="checkbox"/> Skirmisher	<input type="checkbox"/> Lethal Hunter <input type="checkbox"/> Skirmisher
	<input type="checkbox"/> Elemental Nature (adv feat)	<input type="checkbox"/> Elemental Nature

SKILL CHECK = **2** (LEVEL) + ABILITY MODIFIER + BACKGROUND

ICON RELATIONSHIPS

#D6	+ / ± / - *	ICON	5+ (refresh)	USED (refresh)
			<input type="checkbox"/>	<input type="checkbox"/>
			<input type="checkbox"/>	<input type="checkbox"/>
			<input type="checkbox"/>	<input type="checkbox"/>

* + positive, ± conflicted, or - negative relationship.

During your turn: one each of **standard** > **move** > **quick**, and any number of **free** actions. Between your turns: one **interrupt** action.

changes/refresh at new level changes at new level or with incremental advance refresh at new arc refresh at end of battle

