

Character Name

Wood Elf

Race

Ranger - 1

Class & Level

16

STR

+3

14

CON

+2

17

DEX

+3

Initiative

+5

Level + Dex Mod

12

INT

+1

12

WIS

+1

10

CHA

-

Height & Weight

Age & Sex

Hit Points

27

Maximum

Current

Recoveries

1d8+2

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Death Saves

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Saving Throws

Easy: 6+

Normal: 11+

Hard: 16+

PD

15

AC

17

MD

12

Icon Relationships

One Unique Thing

Backgrounds

Talents & Features

Elven Grace: (Racial) At the start 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: (d4), d6, d8, d10, d12, d20. If you get an extra action after rolling a d20, you can't get any more extra actions that battle.

Animal Companion: (Talent) You have a normal-sized animal companion that fights alongside you in battle. See the Animal Companion rules (p121, 13th Age Core book) for details.

Archery: (Talent) Once per battle, reroll one of your missed range attacks with a +2 attack bonus, and the crit range for that attack expands by 1.

Melee Basic Attack

At-Will

Standard Action

Target: One Engaged Creature

Attack: +5 vs AC

Hit: 1d8+3 damage (Longsword)

Miss: 1 damage.

Ranged Basic Attack

At-Will

Standard Action

Target: One Creature

Attack: +5 vs AC

Hit: 1d8+3 damage (Longbow)

Miss: 1 damage.

Animal Companion: Wolf

Property: Wolf gains a +1 attack bonus against enemies it's master attacked that same turn, or any enemy engaged with it's master.

Acts: After the ranger.

Effective Level: 0

Attack: +5 vs AC

Damage: 1d8

AC: 16

PD: 14

MD: 10

HP: 20

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Feats

Archery (A)

Gear, Equipment & Money

Rusty Longsword
Dusty Leather Armor
Silver-Threaded Longbow
20 arrows

Magic Items

