

Shalindra, Elf Ranger Level 3

XP: 6,000 Needed: 13,000



score **modifier**

11 **STR** **0**
strength

11 **INT** **0**
intelligence

8 **WIS** **0**
wisdom

14 **CON** **+1**
constitution

14 **DEX** **+1**
dexterity

13 **CHA** **0**
charisma

Bonus Spells [0]
 Bonus Languages [+1]
 Loyalty / Reaction [+1]
 Skilled Assistants [4]
 AC Adjustment [-1]
 Base Hit Bonus [+1]

Careers
 Animal Trainer [2]
 Tracker [1]

Bonus XP: +5% WIS 13+
 +10% +5% CHA 13+
 +5% Prime 13+

ARMOR WORN **AC**

Light **6** *n/a*

WITH SHIELD

SAVING THROW

11

Elf Rangers receive a +2 bonus to saves versus charm, magic, sleep, and natural toxins.

HIT POINTS **DAMAGE TAKEN**

15

MAXIMUM

PROFICIENCIES

WEAPONS

all bows, thrown weapons, 1 handed swords, daggers, spears and staves

ARMOR

- NONE
 LIGHT
 MEDIUM
 HEAVY

DEATHS DOOR

unlocked turned away
 1-2 OR damage 3+ OR treatment



WEAPONS

| WEAPON | ATTACK | DAMAGE | NOTES | | |
|-------------------------|--------|--------|-------|-------|-----------|
| ELVISH PATHFINDER BLADE | +1 | 1d6 | | | |
| DAGGER | +1 | 1d4 | | | |
| RANGED WEAPON | ATTACK | DAMAGE | RoF | RANGE | NOTES |
| LONGBOW | +3 | 2d6 +2 | 2 | 300 | 24 arrows |
| DAGGER | +3 | 1d4+2 | 2 | 22 | 4 daggers |

LANGUAGES ZARTIAN, ELVARI, MOREAN, CANINE

EQUIPMENT OF NOTE

Weapons and Armor listed above; backpack; fire starter; waterskin; bedroll; 50' spidersilk rope; extra bowstring (x2); sharpening stone; 2 pieces chalk; folding knife (1d3 dmg)

CLASS ABILITIES

Skill Training: Rangers receive a +1 bonus to any Action Check involving stealth, perception, and natural lore. This improves to +2 at 4th Level and +3 at 9th Level

Marksman: With their exceptional senses, Rangers are excellent shots. Any attacks with Bows or Thrown weapons gets a +1 to the BHB and damage. They also double the effective range of any ranged attack. [figured in above]

Animal Tongue: The affinity a Ranger has with nature allows them to speak the language of one particular type of animal [Canine]

One with Nature: The Ranger is able to move through natural environments at full speed without leaving a trace of their passage.

Live off the Land: Unless in an area where there is absolutely no nourishment or water of any type available, the Ranger can find enough food and water to sustain themselves and a number of people equal to their level plus two without suffering a movement penalty.

BIOGRAPHICAL NOTES

Shalindra was born and raised in Trádáil in the Red Oak Forest, where she worked as an animal trainer, specializing in canines. Once she left Red Oak to Range the Borderlands, she has supplemented her income by working as a tracker as well.

Shalindra is accompanied by a wild dog she found on her travels (named Buster) with whom she argues about various subjects.

Buster AC: 9 Hit Points: 4 OOOO Saving Throw 15 Move: 18 Attack: +0 Bite 1d4-1 SP: Keen Senses, Takedown [1]

Ian macdonough WARRIOR 3

XP: 4400 Needed: 8800

ATTRIBUTES

| | | | |
|--------------------------------------|-----------|--------------------|-------|
| score | modifier | Bonus Spells | [n/a] |
| 14 STR <i>strength</i> | +1 | Bonus Languages | [1] |
| 11 INT <i>intelligence</i> | 0 | Loyalty / Reaction | [+1] |
| 8 WIS <i>wisdom</i> | 0 | Skilled Assistants | [4] |
| 14 CON <i>constitution</i> | +1 | AC Adjustment | [0] |
| 11 DEX <i>dexterity</i> | 0 | Base Hit Bonus | [+2] |
| 13 CHA <i>charisma</i> | 0 | | |

Bonus XP: +5% WIS 13+
 +5% CHA 13+
 +5% Prime 13+

SAVING THROW

11

+2 bonus to all Saving Throws versus Stun effects and to avoid the effects of area effect attacks.

ARMOR WORN AC **4**

Medium **2**

US NG GREATSWORD N COMBAT

HIT POINTS DAMAGE TAKEN

28

MAXIMUM

PROFICIENCIES

WEAPONS All Weapons & Shields

ARMOR

NONE

LIGHT

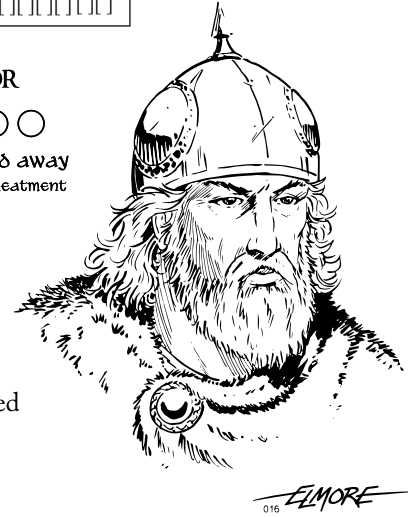
MEDIUM

HEAVY

DEATHS DOOR

unLocked 1-2 OR damage

turned away 3+ OR treatment



WEAPONS

| WEAPON | ATTACK | DAMAGE | NOTES |
|------------|--------|--------|--------------------|
| Dagger | +3 | 1d6+1 | throw 14 yds |
| Greatsword | +3 | 2d8+2 | -2 AC in melee |
| Warhammer | +3 | 1d10+1 | +1 dmg if 2 handed |

| RANGED WEAPON | ATTACK | DAMAGE | RoF | RANGE | NOTES |
|---------------|--------|--------|-----|-------|-----------|
| Bow | +2 | 1d8 | 2 | 100 | 20 arrows |

LANGUAGES ZARTIAN, GOBBISH, JOTUN

EQUIPMENT OF NOTE

Weapons & Armor listed above; Backpack, fire starter, waterskin, bedroll, sharpening stone, stone vial of oil, set of small hammers, files and miscellaneous tools.

CLASS ABILITIES

Skill Training: +1 action check bonus when evaluating and repairing weapons and armor, and strategy and tactics.

Armor Mastery: Receive a -1[+1] bonus to all armors and shield benefits. [figured in] They also do not suffer movement or action check penalties when wearing armor.

Damage Dealer [Close Combat]: Damage dealt from that class of attack increases by one die step (d3 becomes a d4, d4 becomes a d6, d6 becomes a d8, 2d6 becomes 2d8, etc.)

Combat Machine: When facing foes of 1HD or less, a number of extra attacks may be made equal to the Warrior level plus1 [4]. These attacks may be made with any type of armed or unarmed attack, but the foes must be within reach of the Warrior's attack.

BIOGRAPHICAL NOTES

Ian is from Windsong Manor, where he worked as a farrier [shoeing horses] and as a tinker [general repairs to tools and items]. During an attack by bandits on the Manor, Ian picked up a greatsword that had been dropped by a wounded guard and began beating back the bandits with a fury. He has spent some time with the guards at the Manor and has been traveling the Borderlands as an Adventurer for the past year or so.

