

You are a remnant of one of the hidden communities of wood elves. The forests are your home, and you wander freely within them, watching communities of men, tracking destructive raiders, and protecting the wild places of the world. Now you live near a human town and have taken a liking to several of the locals.

You are adept at remaining hidden and finding your way in the wildernesses. Your Dexterity and Wisdom begin at 10, and all of your other ability scores begin at 8.

How did you come to the lands of men?

1d12	Before the rise of men, where did your elven family of old make its home?	Gain
1	They lived atop the trees in a hidden glade.	+2 Wis, +1 Dex, +1 Con, Skill: Survival
2	They ruled from slender towers of arcane construction.	+2 Int, +1 Dex, +1 Wis, Skill: Stone Carving
3	They manned delicate craft on a clear river.	+1 Str, +1 Dex, +1 Int, +1 Wis, Skill: Boating
4	They dwelt beneath the earth with other sorts of fae beings.	+2 Con, +1 Int, +1 Wis, Skill: Gemcraft
5	They roamed open grasslands, hunting the beasts that grazed there.	+2 Dex, +2 Wis, Skill: Hunting
6	They were the high elves, and ruled a court of the fae in the heart of the forest.	+2 Cha, +1 Con, +1 Int, +1 Wis
7	They dwelt always near men, making friends more easily than others of their kind.	+2 Cha, +1 Dex, +1 Con, +1 Wis
8	They lived far to the north in glistening spires of icy rock.	+2 Con, +2 Int, +1 Wis
9	Your people always wandered, never staying long in one place.	+2 Dex, +1 Str, +1 Int, +1 Wis
10	Their constant companions were the beasts of the wilderness, with whom they lived in simple harmony.	+2 Dex, +1 Str, +1 Cha, Skill: Animal Ken
11	They built great hidden libraries and stored the world's forgotten knowledge.	+2 Int, +1 Wis, +1 Cha, Skill: Forgotten Secrets
12	Their home was a great city, the likes of which the earth will never see again.	+1 Str, +1 Dex, +1 Int, +1 Wis, +1 Cha



1d8	What caused you to leave the other elves?	Gain
1	Your family was slain by wild, beast-like men from the north.	+2 Str, +1 Wis
2	Simple curiosity led you far from home.	+2 Cha, +1 Int
3	Being a kind-hearted soul, you believe that men and elves can help one another.	+2 Int, +1 Wis
4	You wanted to seek knowledge which your own people did not have.	+2 Int, +1 Wis
5	You decided that the age of men had arrived, and wanted to be a part of their great deeds.	+2 Wis, +1 Con
6	You were confident that your unusual skills would help you earn your way among men.	+2 Dex, +1 Int
7	You wanted to confront the ancient enemies of your people.	+1 Str, +1 Con, +1 Int
8	Most of your enclave journeyed to the west.	+1 Dex, +1 Int, +1 Wis

1d8	When you left your own people, you found it difficult to live with humans. However, the other characters became your fast friends. Who else became your friend?	Gain
1	The blacksmith was kind to you, and you often sat at his forge, trading stories.	+2 Str, +1 Cha
2	The hunters taught you much human woodcraft, and learned much of yours.	+2 Dex, +1 Wis
3	Most humans found you too strange, and were frightened of you. You spent much time alone.	+1 Con, +1 Int, +1 Wis
4	One of the human elders told you ancient stories of elves and men.	+2 Int, +1 Wis
5	Grandmother Weaver said you were not the first elf she had met.	+2 Wis, +1 Dex
6	Shockingly, you had a tryst with a young, beautiful human.	+2 Cha, +1 Con
7	You served your time with a human militia, aiding them in the protection of their lands.	+1 Str, +1 Con, +1 Cha
8	The old witch was fascinated by you, and the two of you would trade secrets.	+1 Dex, +1 Int, +1 Wis



You began to wander the wilderness. You become a level 1 Rogue-Mage. You gain the class abilities *Highly Skilled* and *Spell Casting*, and the skill *Survival*. The tables below will give you all your bonus skills from your class abilities.

What has happened to you since you became a wanderer?

1d6	Since you settled in the lands of men, where do you find solitude?	Gain
1	A forgotten grove of yew trees deep in the forest.	+2 Dex, Skill: Stealth
2	A faerie well in the middle of a grassy clearing.	+2 Wis, Skill: Herbalism
3	The remnants of an elven temple, now overgrown and fallen.	+2 Int, Skill: Ancient History
4	A rocky cave which you sometimes share with the creatures of the forest.	+2 Wis, Skill: Animal Ken
5	Your own veiled platform in the branches of a high oak.	+2 Str, Skill: Athletics
6	A spring of clear water tended by a gentle dryad.	+2 Cha, Skill: Stealth

1d6	What song did your people teach you underneath the limbs of the world tree?	Gain
1	You learned to speak to the trees of the forest; they bend to your fae majesty.	+3 Cha, Skill: Singing, Spell: Pass without Trace
2	As your people fell time and again in battle against foul enemies, you learned to tend them.	+3 Wis, Skill: Herbalism, Spell: Healing Touch
3	The songs of trickery and faerie glamour were passed to you.	+3 Dex, Skill: Stealth, Spell: Greater Illusion
4	Noble beasts are calmed by your song and come to your aid.	+3 Con, Skill: Singing, Spell: Wild Call
5	You are able to sing to the spirit of a wooden object and make it twist and turn against its maker.	+3 Dex, Skill: Survival, Spell: Warping Song
6	When a group of hunters needs to pass by a wild beast or goblin raiding party unseen, you sing to the mists.	+3 Wis, Skill: Hunting, Spell: Faerie Cloak



1d6	When you entered the lands of men, you soon learned how dangerous they can be. What taught you this lesson? <i>The player to your right was there with you.</i>	Gain
1	A group of raiders from the north came dangerously close to your secret home in the woods, burning and cutting as they went. <i>One of your friends led them on a chase, and gains +1 Dex.</i>	+2 Dex, Skill: Stealth, Spell: Elf Shot
2	The local innkeep took you for a monster and nearly beat you senseless before you were able to plead your case. <i>The friend to your right interceded on your behalf, shielded you from a blow, and gains +1 Con.</i>	+2 Con, Skill: Command, Spell: False Friend
3	A foul beast, twisted by the dark magic of men, was born in the forest and came to the village. You slew it with your friend. <i>The friend to your right struck the final blow, and gains +1 Str.</i>	+2 Str, Skill: Hunting, Spell: Entanglement
4	The villagers were distrustful and afraid when you came around, until you and one of your friends discovered a thief in their midst. <i>The friend to your right helped you uncover the traitor, and gains +1 Int.</i>	+2 Int, Skill: Stealth, Spell: Silence
5	When one of the villagers forgot the old ways and angered his own hearth faerie, you were able to calm the sprite and persuade it to leave the house in peace. <i>The friend to your right was the one who told you of the problem, and gains +1 Cha.</i>	+2 Cha, Skill: Command, Spell: Elf Shot
6	One of the village children went missing and it fell to you and your friend to spend long nights in the forest searching for her. <i>The friend to your right called the child's name with you, and gains +1 Con.</i>	+2 Con, Skill: Survival, Spell: Faerie Cloak

1d6	What piece of faerie craft did your family leave with you?	Gain
1	A wineskin of soft leather.	+2 Con, a wineskin
2	A silver arrow covered in elven runes.	+2 Dex, a magical arrow
3	The best pup from their kennels.	+2 Con, a young faerie hound (counts as an ally)
4	A small jewel of the deepest scarlet.	+2 Cha, a faerie ruby
5	A ribbon of moonlight.	+2 Dex, a silvery ribbon that never breaks
6	Your mother's mourning song.	+2 Wis, a voice you will always keep with you



FILL OUT YOUR SHEET!

1. Record your name, class, and level.
2. Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
3. Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Elven Ranger begins with the following equipment: a dagger, a dark cloak, an elven bow (+1 to hit and damage), worn leathers (+2 AC), elven waybread to last a week, and no money!
4. Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Chaotic like the other faerie lords.
5. Your Base Attack Bonus comes from your class. As a level 1 Elven Ranger, you have a BAB of +0.
6. Your Initiative is equal to your level, plus your Dexterity bonus, plus 2 for being an Elven Ranger.
7. Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
8. Your Fortune Points are 2.
9. Your hit points are 8 plus your Constitution bonus.
10. Fill in your saving throws using the chart on the back of this booklet.
11. Record the 'to hit' and 'damage' statistics for any weapons you think you might use. Your to hit bonus for a melee weapon is your BAB plus your Strength bonus, while you use your Dexterity bonus instead for any missile weapons. Your Strength bonus also adds to the damage of any melee weapon.

REFERENCE

MAKING TESTS

Ability Score Checks: Roll a d20 and compare the result to your score in the relevant ability. If the number on the die is equal to your score or lower, you succeed. If it is higher, then you fail.

Saving Throws: Roll a d20. If the result is equal to the saving throw number or higher, the roll was a success.

Combat Rolls: Roll a d20 and add the relevant attack bonus. Compare the result to the enemy's armor class. If the number equals that armor class or exceeds it, the attack was successful. Otherwise, the attack missed.

CLASS ABILITIES

Hit Dice: d8

Initiative Bonus: +2

Armor: The Elven Ranger may only wear leather armor.

Highly Skilled: Rogues receive two additional skills at first level. Your Playbook has already given you your extra skills. Rogues gain an additional skill every odd numbered level thereafter (3rd, 5th, 7th, etc). Instead of gaining a new skill, they may get better at one which they already have, increasing the bonus for that skill by a further +2.

Spell Casting: The Elven Ranger may cast spells like a mage, but does not have access to cantrips or rituals.

Elf: As an elf, you also have the Elven Vision, Lords of the Fae, Unaging, and Autumn Folk special rules, found on p.25 of the 'Core Rules' Booklet. Note that your Fortune Point penalty from Autumn Folk was already calculated above.

FORTUNE POINTS

A character may spend a Fortune Point in the following ways:

Help a Friend: Normally, a character may only help a friend with an ability score check if he has a relevant skill. By spending a Fortune Point, a character may lend a helping hand and thereby give his compatriot a +2 to his score for a single roll, even without having an appropriate skill for the task at hand.

Second Chance: A character may spend a Fortune Point to get a reroll on any failed roll during the course of play, such as an ability score check, saving throw, or to hit roll.

Cheat Death: A dying character may spend a Fortune Point to stabilize at 0 hit points and not continue taking damage every round.

Ability Score	Bonus
1	-4
2-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18-19	+3

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+0	13	16	12	15	14
2	2,500	+1	13	16	12	15	14
3	5,000	+1	13	16	13	15	14
4	10,000	+2	13	16	13	15	14
5	20,000	+3	12	15	11	13	12
6	40,000	+3	12	15	11	13	12
7	80,000	+4	12	15	11	13	12
8	150,000	+5	12	15	11	13	12
9	300,000	+5	11	14	9	11	10
10	450,000	+6	11	14	9	11	10