

Character Name

Half-Orc

Race

Ranger N1

Class & Level

Height & Weight

Age & Sex

17 STR +3

13 CON +1

15 DEX +2

Initiative

+2

Level + Dex

7 INT -2

13 WIS +1

7 CHA -2



Hit Points

12

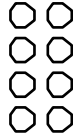
Maximum

Current

Recoveries

4

1d8+1



Death Saves



PD

13

11 + Level + Str/Con/Dex

AC

15

14 + Level + Con/Dex/Wis

MD

8

10 + Level + Int/Wis/Cha

Icon Relationships

Orc Lord (positive 1)

One Unique Thing

Backgrounds

Wolf Clan Scout +4

Fletcher and taxidermist +2

Talents & Features

Lethal (Half-Orc Racial Power)

Once per battle, reroll a melee attack and use the roll you prefer as the result.

Double Melee Attack (Talent)

When fighting with two one-handed melee weapons, your default option is to make a double melee attack.

Your weapon damage die drops one notch, usually 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.



Equipment

Basic Attacks and Maneuvers

Twin Swords (Melee attack)

Attack: 1d20+3 vs. AC

Hit: 1d6+3 damage

Miss: —

Natural even roll: Make a second attack as a free action

Longbow (Ranged attack)

Attack: 1d20+2 vs. AC

Hit: 1d8+2 damage

Miss: —