

Unique Thing: A bird of prey transformed to humanoid shape. You don't know why or how, but this is your chance to learn everything about the human world.

BACKGROUNDS

Former Bird +5

Charmingly Unaware of Social Conventions +3

Amateur +2

ICON RELATIONSHIPS

High Druid - 1 die, Positive. The High Druid is fascinated by you. Can't stop paying attention to you. Why are you an elf? Why aren't you a bird any more? She wants to help you make your way through the world. Hopefully she won't put you in a cage.

Elf Queen - 2 dice, Negative. The Elf Queen doesn't like you at all. You're not really an elf. You might be some kind of trick by the High Druid or an experiment by the Archmage or even a demon. The agents of the Dwarf Lord might treat you favorably, and - more worryingly - so might the Orc Lord.

Str 16 +3

Con 12 +1

Dex 18 +4

Int 10 +0

Wis 12 +1

Cha 10 +0

HP 24/24

Recoveries: 8

Recover: 1d8 + 1

AC 16

PD 15

MD 11

Init: 5

Equipment: Lance, javelins, armor, etc

Melee Attack: +5 vs AC, 1d8 + 3 damage. Miss: 1 damage

Ranged Attack: +5 vs AC, 1d6 + 4 damage. Miss: 1 damage

ABILITIES

Sylvan Grace: Once per battle, at the end of your turn, roll a d8. If you roll less than or equal to the Escalation Die, you can take another action. If you roll higher than the Escalation Die, tough

luck, no extra action for you this fight.

Bird of Prey (at-will)

Ranged attack: +5 vs AC, 1d4 + 4 damage. Miss: 1 damage.

Effect: If your attack roll is a natural even number, make the following attack:

Ranged attack: +5 vs AC, 1d4 + 4 damage. Miss: 1 damage.

THE ANIMAL COMPANION ALWAYS ACTS BEFORE YOU DO

Animal Companion

Falcon

Melee Attack + 5 vs AC

Damage d6

AC 16

PD 14

MD 10

HP 20