

2ND LEVEL
KOBOLD RANGER

NAME:

ONE UNIQUE THING:



BACKGROUNDS:

(+6)

(+5)

(+3)

STR	CON	DEX	INT	WIS	CHA
9	12	18	11	14	14
-1	+1	+4	+0	+2	+2

(one of these backgrounds must be your sobriquet: a surname you've "earned")

INITIATIVE → +10

BASIC ATTACKS

MELEE (SHORTSWORD) | +6 vs AC

Hit: 2d6-1 damage

Miss: 4 damage

RANGED (SHORTBOW) | +6 vs AC

Hit: 2d6+4 damage

Miss: 4 damage

			MAX	NOW
Armor Class	AC	18	HIT POINTS	32
Physical Defense	PD	14	RECOVERIES	8
Mental Defense	MD	14	RECOVERY VALUE	2d8+1

TALENTS

Double Ranged Attack

Instead of making a basic ranged attack with your shortbow, you can attempt a double ranged attack. If your **first attack roll is a natural even**, you can take a second shot.

Ranged attack: +6 vs AC

Hit: 2d4+4 damage

Miss: 4 damage

First Strike

The first time you attack an enemy during a battle, your crit range for that attack expands by 2 (usually to 18+). A mob of mooks counts as a single enemy.

Gift of the Dragon Gods

As a blessing for your devotion to the Dragon Lord of the Four Winds, you have access to the **Breath of Azuran** spell.

RACIAL POWERS

Nifty Footwork

Once per battle, when you miss with a melee attack you can either:

- pop free from the target as a free action, or
- add +4 to your next attack roll against the target.

Set Trap

Your missed attacks are clever ruses to maneuver your enemies into hazards! (Your miss damage has been increased.)

BREATH OF AZURAN

Close-quarters spell (standard action, 1x per day)

Attack: +4 vs PD (1d2 nearby enemies in a group)

Hit: 3d6+2 cold damage

Miss: Half damage

Breath weapon: For the rest of the battle, roll a d20 at the start of each of your turns; on a 16+, you can use **Breath of Azuran** that turn if you wish.

Feats (already accounted for): Set trap, improved initiative

Equipment: Light armor, Weapons, Lantern, Rope, Adventurer's kit, 20 gold pieces, Lockpicks, Trapmaking tools