

Rael Dehllyr

1st level LG Valenar Elf Ranger

Strength	14	(+2)
Dexterity	18	(+4)
Constitution	12	(+1)
Intelligence	10	(+0)
Wisdom	12	(+1)
Charisma	8	(-1)

Action Points (5): □□□□□

Hit Points (9):

Armor Class: 17 (Touch 14, FF 13)

Initiative Modifier: +4

Movement: 30 ft

Fort: +3 **Reflex:** +6 **Will:** +1

BAB: +1 **Grapple:** +3

Double Scimitar

Attack: +3 Melee

Damage: 1d6+3 slashing

Critical: 18-20 x2

Longbow □□□□□□□□

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Attack: +5 ranged

Damage: 1d8 piercing

Range Increment: 100 ft

Critical: 20/x3

RACIAL FEATURES

Low-Light Vision

+2 save vs. Enchantment

+2 to Spot, Search, and Listen

Immune to sleep and charm

CLASS FEATURES

Favored Enemy: +2 to damage, Bluff, Listen, Sense Motive, Spot, and Survival checks made against humans.

Wild Empathy: +4 to Diplomacy checks made to influence animals.

FEATS

Dodge: Choose an opponent in combat; receive a +1 to AC against that opponent.

Track: May identify and follow tracks using the Survival skill.

SKILLS

	Modifier
Climb	+2
Hide (4)	+8
Jump	+2
Knowledge (Dungeoneering)(1)	+1
Knowledge (Nature)(1)	+1
Listen (2)	+5
Move Silently (4)	+7
Ride (4)	+8
Search	+2
Spot (4)	+7
Survival (4)	+5

Languages: Common, Elvish

EQUIPMENT

Studded Leather (+3 AC, -1 armor check)

Sunrod

Quiver of 20 arrows

Backpack

History

The Tairnadal elves dedicate their lives to the memories of their martial ancestors, gaining glory in this life by emulating – and thus serving as vessels for – the heroes of ages past. At birth, the Keepers of the Past read the signs to determine which hero has chosen the child.

You were chosen by Daerath Ozeyra. Your patron was renowned as one of the deadliest bladedancers of Xen'drik, and you have been honing your skills with the double scimitar. But Daerath was also known for his sense of honor and compassion, traits that were all too rare in the last days of the war against the giants. Stealth has always been a weapon of the Tairnadal, and Daerath was willing to ambush enemy warriors. But he showed mercy to captives and would not allow poisoning of wells or similar tactics, and he never broke his word – even when given to a giant.

Sixty years ago your warband was called to Khorvaire by the warring human states. For a time, your folk fought as mercenaries. Then Shaeras Vadallia called the warbands together and invoked an ancient claim to the land of the southwest, breaking the contracts with the humans and forming the elven nation of Valenar. Most of the Tairnadal accepted Vadallia's logic. But Daerath Ozeyra would never betray an employer, and neither will you. You broke your ties with your warband and turned your back on the nation of Valenar. Vadallia has stained the honor of all Tairnadal – through your actions, you will do what you can to cleanse that stain.

You joined the army of Cyre, and served as an equal alongside the soldiers of that land. But in 994, a magical catastrophe devastated the land of Cyre, transforming the beautiful realm into a blasted wasteland filled with supernatural hazards and terrible monsters – a twisted place known as the Mourndland. Your army, your friends, your home – it all vanished in a single night. You were on a border patrol when disaster struck, otherwise you would have likely died as well. The war has come to a halt – for now – but you have no place in it. Your fellow soldiers are the only companions you can trust. They are your new warband, and you will find your honor in their company.

Your companions are:

Dymus Deneith, a warrior-monk of Dol Dorn. Dymus is an heir of House Deneith and bears the Mark of Sentinel, but he turned his back on his house to embrace the cause of Cyre. You have both made great sacrifices for your honor, and you feel a kinship with this soldier.

Kesht, a shifter priest of the Sovereign Host. Kesht is a warrior as well as a healer, dedicated to Dol Dorn and Balinor, the sovereigns of war and the hunt. He is a valiant ally, but can let his temper override his better judgment.

Tezz, a halfling scout who bears the Mark of Healing. Tezz specializes in stealth and urban reconnaissance, but her dragonmark can be a lifesaver in dangerous times.

Dorian Delisan Cantar, a gnome sorcerer. Dorian possesses the mystical ability to repair damaged objects, and his primary task was keeping the warforged in battleready condition. However, he is a charismatic fellow with a knack for a con, and his dazzling lights can be a powerful force in the midst of battle.

Slate, a warforged soldier that Dorian recovered from the Mourndland. He has no memory of anything that occurred before the Mourning, and is still struggling to find his own identity. He is a powerful warrior with immense strength, and usually takes point in melee combat.