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NAME D	awn <i>(The Ran</i>	ger)	RACE	Dryad	HEI	GHT5	0"	WEIGH	IT 90lbs	_ HL_ <u>1</u>	1 EL <u>0</u> T	P/_
PRIMAR	YCLASS H	unter	SUB	CLASS Wa	rden	soui	_ PUF	RPOSE				LP
CON	2	ACI	2	INIT	1	CTD	1		VAPILL I	2	CUA	2
CON		AGI	3_	INT	_1_	STR	_1_		WILL		СНА	2
Stamina		Mobility		Search		Brawn			Curse Res.		Sales	
2 nd Wind		Sp. Jump		Perception		St. Jump			Will to Live		Bargaining	
Immune S.		Finesse		Focus		Brutality			Mental Res.		Distract	
Hit Points	30 / 30	Initiative	3	C. Mastery	1_	Armor	_1_		SP Armor	2	Song Effect	2
Vitality	60 / 60	Speed	6	H. Mastery	1	MAD	_1_		M. Mastery	2	M. Speed	2
		RAD	3	SP Mastery	1				Resistance	2	M. Damage	2
EQUIPM	ENT			ATTACK RO	OLLS & M	ODS		RESIS	STANCES		UTILITY BEL	Т
L. Hand:	Longbow		v	Veapon Attac	ks:		(1)	Burning	g		1. Shortbow	
R. Hand:				.ongbow				Frost			2	
Helmet:				Range: 8 AC	C: 3/4/5/6	DMG: 3	D6	Poison			3	
Gloves:				5/6 Accuracy	against adj	acent enen	nies.)	Dissolv	re 🗆 🗆 🗆		4	
Suit:				Shortbow			- M	Stun			5	
Pants:				Range: 5 AC	C: 3/4/5/6	DMG: 2	D6	Blind			6	
Boots:			H	IL 1 MOD:				Slow			7	
Ring 1:			H	IL 2 MOD:				Knockb	oack 🗆 🗆 🗆		8	
Ring 2:			H	IL 3 MOD:				AILM	IENTS	9	9	
Accessory 2	1:		H	IL 4 MOD:				Curse:	□ IIIness: _	:	10	
Accessory 2	2:		H	IL 5 MOD:			7	Disease	e: M 🗆 S 🗆 I	F 🗆 (Gold H	I.C

	,	ero Level 1 and with 0 EXP. The bar below represents your Hero Level expensively 1, 2, 3, 4, and 5. In addition, you will gain +1 Attribute Point for each be ning Epic Level experience.)	
	HL2	HL3 HL4	HL5
EPIC LEVEL (E	(Same protocol as above,	except you no longer gain +1 Attribute Point for each box that you fill in. You	u only gain Level Awards now.)
	EL1	EL2 EL3	EL4
V	When you fill in the box w	ith HL 2 in it, you gain Hero Level 2. <i>(Same protocol applie</i>	s for the rest.)
TEC & STAT PO	DINTS	CHARACTER BACKGROUND & TRAITS	BACKPACK & UNITS
(Where you keep tra	ack of your TEC attribute.)		
TECHNIQUE:		The 4 Wanderers are a group of wayfarers that were	1. Carving Knife
		kidnapped and encaged by raiders. Before they were	2. Magic Moss x 2
(Where you spend you	r Stat Points from TEC.)	brought back to the raider's stronghold, a terrible radiation	3. Safety Tent x 2
Max HP:		storm hit, killing almost everybody and knocking out the	4
Initiative:		rest. Once the storm past, the 4 found themselves alone,	5
Speed:		uninjured, and freed from their cages. They also found that	6
RAD:		the stars have now connected their paths, giving them a	7
Craft Mastery:		common Soul Purpose.	8
Healing Mastery			9
Spell Mastery:		Dawn is one of these 4.	10
Armor:			
MAD:		Dawn is a naive dryad that absolutely loves nature. Modern	(Alchemical, Material, &
SP Armor:		society and technology confound her, so she spends most	Technological Units.)
Minion Mastery:		of her time hunting unnatural creatures. She wandered	Á
Minion Speed:		alone because she had no friends or family.	A.U
Minion Damage:			
Song Effect:		HUNTER ABILITIES: Bowman, Hunt	M.U
APPEARANCE 8	& ALIGNMENT (optional)	WARDEN ABILITIES: Charge Weapon	
		DEATH D6: (You start with all 4.)	T.U