



ALLANDIR

ELF RANGER

MOV	AGI	RES	MEL	MAG	RNG
3	5	0	5	-	7

MAX HEALTH		
Lvl 1	Lvl 2	Lvl 3
14	15	16

SOUL HARVEST **3**

	Cost	Reach	Glance	Solid	Crit
 Bow	1AP	6	2	3	4
 Knife	1AP	1	1	2	3

COMMON INNATE ABILITIES

Dash; Mark Target; Pathfinder

Twin Shot (2♣) - [*Manoeuvre*] If an enemy takes damage from *Bow Attack*, another enemy, within 2 hexes of the hex of the original target, is dealt 2 damage.

Explosive Shot (1F) - [*Active*] Enemy just damaged by *Bow Attack* is dealt 1 True Damage and suffers *burn*. All enemies, adjacent to the hex of the original target, also take 1 True Damage and suffer *burn*.

LEVEL 2 Gain 1 Health **LEVEL 3** Gain 1 Health

Lvl 2: Assault - [*Innate*] Allandir gains +1 MEL and +1 damage on his *Knife Attack*. The **Twin Shot** manoeuvre can be executed with (1J) or (2♣).

Lvl 3: Deadly Precision (1F) - [*Active*] Allandir's *Basic Attacks* deal True Damage. Lasts until the end of his current activation.

GODS



CLASS

