

Bael'garn Sathril

CHARACTER NAME

PLAYER NAME

Wood Elf

CHARACTER RACE (SUBRACE)

Elven Accuracy / Kill a target with a ranged attack.

RACIAL ABILITY / EFFECT

Ranger

CHARACTER CLASS

1

LEVEL

Celnuntos

DEITY

PROFICIENCIES & RESOURCES

	Weapons	Armor	Shields	Two-Weapon Fighting	●	Ammunition
				Ranged Weapons	●	10
Light	●	●	●	Spell Packets	○	
Medium	●	●	○	White Cloth Strip	○	
Heavy	○	○	○	Green Cloth Strip	○	

CHARACTER HISTORY

Tired of the constant conflict between the Wood
 Elves of Negield and the Uroken Orcs, Bael'garn
 abandoned his station and set out to explore the
 wider world of Ur. His adventures have taken
 him to nearly every continent and he's met a
 great many types of people. Often finding work
 as a scout or a guide, he's never lacked for much,
 always having enough coin to keep food in his
 belly, shelter over his head, even if it was a tent,
 and his gear in working condition. When word
 came of a new landmass that had risen out of the
 sea, he caught the first ship he could to what was
 being called Taldora, the ancient elven word for
 Mysterious Place. Bael'garn accepted a contract
 from a nobleman funding the expedition and has
 served as a scout for the settlement being called
 Outpost ever since. He's seen many wonderous
 things, and expects to see many more.

CLASS ABILITIES/SPELLS

Hunter's Mark 1/life / Deal +1 Ranged damage.