

# Sylvan the Hunter

*Hero*



## IMAGE GENERATION DETAILS

Setting/Theme: Medieval Fantasy

Description: Classic medieval high-fantasy setting with castles, magic, and ancient ruins

Generation Prompt:

32-bit pixel art with clearly visible chunky pixel clusters, dithered shading, low-resolution retro medieval high-fantasy aesthetic. Gnome female A lean 5'9" ranger with sun-tanned skin, short brown hair, amber eyes, wearing a green hooded cloak, leather armor, and a quiver of arrows., depicted in a distinctly medieval high-fantasy world. Placed in a expansive medieval high-fantasy setting, rendered with simplified tile-like textures and deliberate low-color shading. Use a cohesive warm earth tones with vibrant accents palette. Position the character in the lower third of the frame, (facing the camera), viewed from a pulled-back wide-angle perspective showing expansive landscape surrounding them. The character should occupy only 60-70% of the composition, with dominant landscape and sky filling the remainder. Retro SNES/Genesis style, no modern objects or technology.

## CHARACTER DETAILS

Race: Gnome

Sex: female

## STATISTICS

HP: 28/28

AC: 15

ATK: +4

DMG: d8

## DESCRIPTION

A lean 5'9" ranger with sun-tanned skin, short brown hair, amber eyes, wearing a green hooded cloak, leather armor, and a quiver of arrows.

## ABILITIES

### Hunter's Precision (Attack)

A focused arrow that seeks the weakest point of the target, dealing extra damage if the target is surprised.

- Damage: 1d10
- Attack Roll: d20

### Trapper's Ambush (Attack)

Rapid twin shots that strike from concealment, with a chance to apply a crippling effect.

- Damage: 1d8
- Bonus: 1d4
- Attack Roll: d20
- Attacks: x2

### Wilderness Ward (Healing)

A soothing burst of natural energy that heals the ranger or an ally within sight.

- Healing: 1d8+2

### Camouflage Veil (Attack)

A quick strike that blends with the surroundings, dealing damage automatically and granting advantage on the next attack.

- Damage: 1d6
- Attack Roll: Automatic

### Echoing Call (Healing)

Summons the spirits of the forest to mend wounds of nearby allies.

- Healing: 2d4+1