

Player Name Kinney Mercado

Lechonero

2

Ranger

Level Class

Paragon Path

Epic Destiny

1,000

Total XP

Elf

Medium

88

Male

5'5"

160

Unaligned

Corellon

Dusk Wardens

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
6	5	1	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
18	AC	11	7					

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
7	Speed (Squares)	7		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
16	STR Strength	3	4
14	CON Constitution	2	3
20	DEX Dexterity	5	6
14	INT Intelligence	2	3
14	WIS Wisdom	2	3
10	CHA Charisma	0	1

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	FORT	11	3	1				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	REF	11	5	1				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	WILL	11	2					

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Insight	10 +	3

20	Passive Perception	10 +	10
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SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Ranged Basic Attack - Longbow

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 8	1	5		2			

ABILITY: Melee Basic Attack - Short sword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	1	3		3			

DAMAGE WORKSPACE

ABILITY: Ranged Basic Attack - Longbow

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+5	5				

ABILITY: Melee Basic Attack - Short sword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+3	3				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
8	vs AC	Longbow	1d10+5
7	vs AC	Short sword	1d6+3
7	vs AC	Longsword	1d8+3
4	vs AC	Unarmed (Melee)	1d4+3

FEATS

Lethal Hunter - Hunter's Quarry damage dice increase to d8s**Beast Protector** - Attack against beast provokes opportunity attack from you

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES SURGE VALUE	SURGES/DAY
31	15	7	8

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Elven Weapon Proficiency - Proficient with longbow and sl**Group Awareness** - Non-elf allies within 5 get +1 to Percep**Elven Accuracy** - Use elven accuracy as an encounter power**Fey Origin** - Your origin is fey, not natural**Wild Step** - Ignore difficult terrain when shifting (even when

CLASS / PATH / DESTINY FEATURES

Fighting Style - Choose Archer Fighting Style, Two-Blade

Fighting Style, Beast Mastery, Marauder Fighting Style, Hunter Fighting Style.

Beast Mastery - Gain beast companion; give up Prime

Shot, no Archer or Two-Blade Fighting Style

Hunter's Quarry - Minor action, designate nearest enemy you see as quarry; deal extra damage to quarry once per round.

LANGUAGES KNOWN

Primordial, Common, Elven

SKILLS

BONUS	SKILL NAME		ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
6	Acrobatics	DEX	6	0	n/a	0
3	Arcana	INT	3	0	n/a	0
9	Athletics	STR	4	5	n/a	0
1	Bluff	CHA	1	0	n/a	0
1	Diplomacy	CHA	1	0	n/a	0
3	Dungeoneering	WIS	3	0	n/a	0
8	Endurance	CON	3	5	n/a	0
8	Heal	WIS	3	5	n/a	0
3	History	INT	3	0	n/a	0
3	Insight	WIS	3	0	n/a	0
1	Intimidate	CHA	1	0	n/a	0
12	Nature	WIS	3	5	n/a	4
10	Perception	WIS	3	5	n/a	2
3	Religion	INT	3	0	n/a	0
6	Stealth	DEX	6	0	n/a	0
1	Streetwise	CHA	1	0	n/a	0
6	Thievery	DEX	6	0	n/a	0

Lechonero

COMPANION

Ballou - Level 2 Brown Bear

HP

36

16

STR

14

CON

12

DEX

6

INT

12

WIS

6

CHA

AC

14

Fort

16

Ref

12

Will

14

Size: Medium

Vision: Low-light

Speed: 5

Trained Skills: Athletics, Endurance

Claw; +4 vs. AC; 1d12 + Strength modifier damage.

Healing Surge Value: 9 (2 surges per day)

CHARACTER NAME
Lechonero

PLAYER NAME
Kinney Mercado

RACE Elf CLASS Ranger LEVEL 2

	SCORE	ABILITY	MOD
HP	31	STR	+3
Spd	7	DEX	+5
Init	+6	INT	+2
		WIS	+2
		CHA	+0

AC	18
Fort	15
Ref	17
Will	13

13 Passive Insight **20** Passive Perception

PLAY DATA **DUNGEONS & DRAGONS**

Second Wind

KEYWORDS

Standard Personal

ACTION **RANGE**

☐ AT-WILL ☒ ENCOUNTER ☐ DAILY

Effect: You spend a healing surge and regain 7 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK *PH*

UTILITY POWER **DUNGEONS & DRAGONS**

Circling Strike

KEYWORDS Beast, Martial, Weapon

Standard Melee weapon

ACTION **RANGE**

7 vs **AC** One creature

ATTACK **DEFENSE** **TARGET**

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+3) damage. Increase damage to 2[W] + Strength modifier (+3) at 21st level.
Effect: Before or after the attack, your beast companion can shift 1 square.

Short sword: +7 attack, 1d6+3 damage

ADDITIONAL EFFECTS
+1d8 to damage once per round (Hunter's Quarry)

CLASS Ranger LEVEL 1 BOOK *MP*

AT-WILL POWER **DUNGEONS & DRAGONS**

Skills

6	Acrobatics	DEX
3	Arcana	INT
9	Athletics	STR (Trained)
1	Bluff	CHA
1	Diplomacy	CHA
3	Dungeoneering	WIS
8	Endurance	CON (Trained)
8	Heal	WIS (Trained)
3	History	INT
3	Insight	WIS
1	Intimidate	CHA
12	Nature	WIS (Trained)
10	Perception	WIS (Trained)
3	Religion	INT
6	Stealth	DEX
1	Streetwise	CHA
6	Thievery	DEX

ADDITIONAL EFFECTS

PLAY DATA **DUNGEONS & DRAGONS**

Hunter's Quarry

KEYWORDS

Minor

ACTION **RANGE**

vs

ATTACK **DEFENSE** **TARGET**

You can designate the nearest enemy to you that you can see as your quarry.
Once per round, when you hit your quarry with an attack, the attack deals extra damage based on your level. If you can make multiple attacks in a round, you decide which attack to apply the extra damage to after all the attacks are rolled. If you have dealt Hunter's Quarry damage since the start of your turn, you cannot deal it again until the start of your next turn.

The hunter's quarry effect remains active until the end of the encounter, until the quarry is defeated, or until you designate a different target as your quarry.

You can designate one enemy as your quarry at a time.
Level : Hunter's Quarry Extra Damage
1st–10th : +1d6
11th–20th : +2d6
21st–30th : +3d6

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK *PH*

AT-WILL POWER **DUNGEONS & DRAGONS**

Elven Accuracy

KEYWORDS

Free Personal

ACTION **RANGE**

vs

ATTACK **DEFENSE** **TARGET**

Effect: Reroll an attack roll. Use the second roll, even if it's lower.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK *PH*

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Action Point

ADDITIONAL EFFECTS

Effect: Gain a standard action this turn.
Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Twin Strike

KEYWORDS Martial, Weapon

Standard Melee or Ranged weapon

ACTION **RANGE**

8 vs **AC** One or two creatures

ATTACK **DEFENSE** **TARGET**

Requirement: You must be wielding two melee weapons or a ranged weapon.
Attack: Strength vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged), two attacks
Hit: 1[W] damage per attack. Increase damage to 2[W] at 21st level.

Longbow: +8 attack, 1d10+0 damage

ADDITIONAL EFFECTS
+1d8 to damage once per round (Hunter's Quarry)

CLASS Ranger LEVEL 1 BOOK *PH*

AT-WILL POWER **DUNGEONS & DRAGONS**

Rapid Volley

KEYWORDS Martial, Weapon

Standard Ranged weapon

ACTION **RANGE**

8 vs **AC** One or two creatures

ATTACK **DEFENSE** **TARGET**

Attack: Dexterity vs. AC, one attack per target. If you target one creature, you gain a +2 bonus to the damage roll. If you target two creatures, you take a –2 penalty to both attack rolls.
Hit: 1[W] + Dexterity modifier (+5) damage.

Longbow: +8 attack, 1d10+5 damage

ADDITIONAL EFFECTS
+1d8 to damage once per round (Hunter's Quarry)

CLASS Ranger LEVEL 1 BOOK *MP*

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Sure Shot

KEYWORDS

Martial, Weapon

USED

Standard

*

Ranged weapon

ACTION

RANGE

8

vs

AC.

One creature

ATTACK

DEFENSE

TARGET

Attack:

Dexterity vs. AC. You can reroll the attack roll but must use the second result.

Hit:

3[W] + Dexterity modifier (+5) damage. You can reroll each damage die once but must use the second result.

Longbow:

+8 attack, 3d10+5 damage

ADDITIONAL EFFECTS

+1d8 to damage once per round (Hunter's Quarry)

CLASS

Ranger

LEVEL

1

BOOK

MP2

DAILY POWER

DUNGEONS & DRAGONS

Hearten the Beast

KEYWORDS

Beast, Martial

USED

Standard

Close burst 20

ACTION

20

RANGE

☒ AT-WILL

☐ ENCOUNTER

☐ DAILY

Target:

Your beast companion in burst

Effect:

The target makes a saving throw.

Beast:

If the target is a bear or a boar, it gains a bonus to the saving throw equal to your Wisdom modifier (+2).

ADDITIONAL EFFECTS

CLASS

Ranger

LEVEL

2

BOOK

MP

UTILITY POWER

DUNGEONS & DRAGONS