

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

Kinney Mercado

17

Level

Lechonero Stagrunner

Unaligned male Elf Ranger

88

Age Height

Weight

Medium

Corellon

Size

Deity

83000

Total XP

99000

Defenses

30	24	27	23
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP
(Bleeding 53) **107**

Temp HP

Current Hit Points

Healing Surges

Surge Value **26**
Surges/Day **8**

Current Conditions:

Combat Statistics and Senses

Initiative **14**

Conditional Modifiers:

Speed **7**

Passive Insight **21**

Passive Perception **30**

Special Senses: Low-light

Action Points

Action Points	Milestones	Action Points
<input type="checkbox"/>	0	1
<input type="checkbox"/>	1	2
<input type="checkbox"/>	2	3

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.

Second Wind (one per encounter)

 Used

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

Death Saving Throw Failures

Saving Throw Mods

0

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Sentinel Marshal Honor Blade...

15	1d8+4
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Strength vs. AC

Damage

Ranged

Forceful Longbow +4

22	1d10+14
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Dexterity vs. AC

Damage

Languages

Common, Elven



Abilities

STR Strength	17	Check
CON Constitution	15	10
DEX Dexterity	22	14
INT Intelligence	15	10
WIS Wisdom	16	11
CHA Charisma	11	8

Skills

Acrobatics	Dexterity	13
Arcana	Intelligence	10
Athletics	Strength	✓ 16
Bluff	Charisma	8
Diplomacy	Charisma	8
Dungeoneering	Wisdom	11
Endurance	Constitution	9
Heal	Wisdom	11
History	Intelligence	10
Insight	Wisdom	11
Intimidate	Charisma	8
Nature	Wisdom	✓ 18
Perception	Wisdom	✓ 20
Religion	Intelligence	10
Stealth	Dexterity	✓ 18
Streetwise	Charisma	✓ 14
Thievery	Dexterity	13

Kinney Mercado

Player Name

Lechonero Stagrunner

Character Name



Character Details

Background

River Smuggler

Theme

Fey Beast Tamer

Mannerisms and Appearance

Personality Traits

Adventuring Company

Dusk Wardens

Companions and Allies

Balugh

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Amulet of Protection +2

Arms

Bracers of the Perfect Shot...

Hands

Rings

Rings

Main Hand

Forceful Longbow +4

Off Hand

Waist

Armor

Predator's Hide Hide Armor +3

Feet

Tattoo

Ki Focus

Other Equipment

Longbow of Speed +2
Duelist's Bow Longbow +1
Sentinel Marshal Honor Blade Longsword +1
Sylvan Leather Armor +2
Battle Harness Leather Armor +1
Amulet of Physical Resolve +1
Potion of Healing (2)

Total Weight (lbs.)

408

Carrying Capacity (lbs.)

Normal

170

Heavy

340

Max

850

Treasure

17,000 gp
0 gp banked

Kinney Mercado
Player Name

Lechonero Stagrunner

Character Name



Racial Features

Elven Accuracy

Use elven accuracy as an encounter power.

Elven Weapon Proficiency

Proficient with longbow and shortbow.

Fey Origin

Your origin is Fey, not natural.

Group Awareness

Non-elf allies within 5 get +1 to Perception.

Wild Step

Ignore difficult terrain when shifting (even when shifting multiple squares).

Class/Other Features

Archer Fighting Style

Gain Defensive Mobility as a bonus feat.

Fey Beast Tamer Starting Feature

Gain a Fey Beast companion.

Fighting Style

Choose Archer Fighting Style, Two-Blade Fighting Style, Beast Mastery, Marauder Fighting Style, Hunter Fighting Style.

Hunter's Quarry

Minor action, designate nearest enemy you see as quarry; deal extra damage to quarry once per round.

Prime Shot

If no allies are closer to target than you, get +1 on ranged attacks against that target.

Fey Beast Tamer Level 5 Features

Gain combat advantage against enemies in your Fey Beast companion's aura.

Fey Beast Tamer Level 10 Feature

Communicate normally with your Fey Beast companion and other creatures of the same kind.

Archer's Action (Sylvan Archer)

Sylvan Senses

+2 to Perception checks.

Intuitive Hunter

With ranged attacks, add Wis mod to extra damage that Hunter's Quarry deals.

Feats

Archery Mastery

Lose a ranger at-will attack power to gain a power granted by Expert Archer.

Defensive Mobility

+2 to AC against opportunity attacks.

Bow Expertise

When using a bow: +1/2/3 (by tier) to attack, +1/2/3 (by tier) damage to one creature that isn't adjacent to other creatures.

Weapon Focus (Bow)

Gain +1 damage per tier with bows.

Lethal Hunter

Hunter's Quarry damage dice increase to d8s.

Brutal Accuracy

Hit with Elven Accuracy reroll gains extra damage.

Elven Precision

+2 to reroll with Elven Accuracy.

Martial Accuracy

Roll twice when using Elven Accuracy on exploit.

Combat Anticipation

+1 to defenses against ranged, area, close attacks.

Hobbling Strike

Give up 1 die of Hunter's Quarry damage to slow enemy.

Prime Burst

Prime Shot benefit also applies to area burst attacks.

Lechonero Stagrunner

Level 17 Elf Ranger

HP	Score	Ability Mod	AC
Spd	17	STR 3	30
Init	15	CON 2	Fort
	22	DEX 6	24
	15	INT 2	Ref
	16	WIS 3	27
	11	CHA 0	Will
			23

21 Passive Insight

30 Passive Perception

Player Name: Kinney Mercado

Melee Basic Attack

At-Will ♦ Standard Action

Sentinel Marshal Honor Blade Longsword +1: +15 vs. AC, 1d8+4 damage

Melee weapon

Target: One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+3) damage.

Level 21: 2[W] + Str modifier (+3) damage.

Additional Effects

+2d8 to damage once per round (Hunter's Quarry)

Basic Attack

Twin Strike

At-Will ♦ Standard Action

Forceful Longbow +4: +22 vs. AC, 1d10+6 damage

Melee or **Ranged** weapon

Targets: One or two creatures

If the first attack doesn't kill it, the second one might.

Keywords: Martial, Weapon

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.

Additional Effects

+2d8 to damage once per round (Hunter's Quarry)

+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

Skills

Acrobatics	Dexterity	13
Arcana	Intelligence	10
Athletics	Strength	• 16
Bluff	Charisma	8
Diplomacy	Charisma	8
Dungeoneering	Wisdom	11
Endurance	Constitution	9
Heal	Wisdom	11
History	Intelligence	10
Insight	Wisdom	11
Intimidate	Charisma	8
Nature	Wisdom	• 18
Perception	Wisdom	• 20
Religion	Intelligence	10
Stealth	Dexterity	• 18
Streetwise	Charisma	• 14
Thievery	Dexterity	13

• indicates a trained skill.

Ranged Basic Attack

At-Will ♦ Standard Action

Forceful Longbow +4: +22 vs. AC, 1d10+14 damage

Ranged weapon

Target: One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+6) damage.

Level 21: 2[W] + Dex modifier (+6) damage.

Additional Effects

+2d8 to damage once per round (Hunter's Quarry)
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.
+2 to damage rolls against a single creature that is not adjacent to any other creature - Bow Expertise.

Basic Attack

Spikes of the Manticore

Encounter ♦ Standard Action

Forceful Longbow +4: +22 vs. AC, 2d10+12 damage

Ranged weapon

Targets: One or two creatures

You unleash two arrows in rapid succession.

Keywords: Martial, Weapon

Attack: Dexterity vs. AC, one attack per target

Hit: 2[W] + Dex modifier (+6) damage (first shot) and 1[W] + Dex modifier (+6) damage (second shot).

Additional Effects

+2d8 to damage once per round (Hunter's Quarry)

+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

Action Point

Base action points: 1

Archer's Action (Sylvan Archer): When you spend an action point to take an extra action, your ranged attack rolls take no penalties for cover, superior cover, concealment, or total concealment until the end of your next turn.



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

Rapid Shot

At-Will ♦ Standard Action

Personal

You take careful aim at a group of enemies before unleashing a succession of arrows.

Keyword: Martial

Effect: You make a ranged basic attack with a weapon against each creature in or adjacent to a square within the attack's range. You take a -2 penalty to the attack rolls.

Additional Effects

Ranger Attack

Shaft Splitter

Encounter ♦ Immediate Interrupt

Forceful Longbow +4: +22 vs. Reflex, 2d10+12 damage

Ranged weapon

Target: The triggering enemy

As your foe launches his attack, you loose a shot right down his sights.

Keywords: Martial, Weapon

Trigger: An enemy hits you or an ally within 5 squares of you with a ranged attack

Attack: Dexterity vs. Reflex

Hit: 2[W] + Dex modifier (+6) damage, and the target takes a -5 penalty to the triggering attack roll.

Additional Effects

+2d8 to damage once per round (Hunter's Quarry)

+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

<h3>Hammering Volley</h3> <p>Encounter ♦ Standard Action</p> <p>Forceful Longbow +4: +22 vs. Fortitude, 2d10+12 damage</p> <p>Ranged weapon Targets: One or two creatures</p> <p><i>Pulling back on your bow with great effort, you unleash a pair of arrows that slam your foes into the ground.</i></p> <p>Keywords: Martial, Weapon</p> <p>Attack: Dexterity vs. Fortitude, 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.</p> <p>Hit: 2[W] + Dex modifier (+6) damage, and you knock the target prone.</p> <p>Additional Effects +2d8 to damage once per round (Hunter's Quarry) +1 to attack rolls if none of your allies are closer to the target - Prime Shot. +2 to damage rolls against a single creature that is not adjacent to any other creature - Bow Expertise.</p>	<h3>Suppressing Shots</h3> <p>Encounter ♦ Standard Action</p> <p>Forceful Longbow +4: +22 vs. AC, 2d10+12 damage</p> <p>Area burst 1 within 20 squares Target: Each enemy in the burst</p> <p><i>You shower enemies with arrows, pinning them down. Any foes that try to move through the area you threaten will suffer the consequences.</i></p> <p>Keywords: Martial, Weapon</p> <p>Attack: Dexterity vs. AC</p> <p>Hit: 2[W] + Dex modifier (+6) damage, and the target is immobilized until the end of your next turn.</p> <p>Effect: Until the end of your next turn, you can make a ranged basic attack as an opportunity action against any enemy that moves into the area of the burst during its turn.</p> <p>Additional Effects +2d8 to damage once per round (Hunter's Quarry) +2 to damage rolls against a single creature that is not adjacent to any other creature - Bow Expertise.</p>	<h3>Flying Steel</h3> <p>Daily ♦ Standard Action</p> <p>Forceful Longbow +4: +22 vs. AC, 2d10+12 damage</p> <p>Ranged weapon Target: One creature</p> <p><i>Your arrows force your opponent to take cover.</i></p> <p>Keywords: Martial, Weapon</p> <p>Attack: Dexterity vs. AC</p> <p>Hit: 2[W] + Dex modifier (+6) damage.</p> <p>Miss: Half damage.</p> <p>Effect: Until the end of the encounter, if the target ends its turn without cover from you, you can make a ranged basic attack with a weapon against the target as an immediate reaction. This effect also ends if the target has cover from you at the end of any of your turns.</p> <p>Additional Effects +2d8 to damage once per round (Hunter's Quarry) +1 to attack rolls if none of your allies are closer to the target - Prime Shot. +2 to damage rolls against a single creature that is not adjacent to any other creature - Bow Expertise.</p>								
<p>Ranger Attack 13 <input checked="" type="checkbox"/> Used</p> <h3>Marked for Death</h3> <p>Daily ♦ Standard Action</p> <p>Forceful Longbow +4: +22 vs. AC, 3d10+12 damage</p> <p>Melee or Ranged weapon Target: One creature designated as your quarry</p> <p><i>A carefully aimed shot imperils your quarry.</i></p> <p>Keywords: Martial, Reliable, Weapon</p> <p>Attack: Strength (melee) or Dexterity (ranged) vs. AC</p> <p>Hit: 3[W] + Str modifier (+3) (melee) or 3 [W] + Dex modifier (+6) (ranged) damage, and you mark the target until the end of your next turn. Until the end of the encounter, your Hunter's Quarry deals two extra dice of Hunter's Quarry damage against the target.</p> <p>Additional Effects +2d8 to damage once per round (Hunter's Quarry) +1 to attack rolls if none of your allies are closer to the target - Prime Shot. +2 to damage rolls against a single creature that is not adjacent to any other creature - Bow Expertise.</p>	<p>Ranger Attack 17 <input checked="" type="checkbox"/> Used</p> <h3>Trick Shot</h3> <p>Daily ♦ Standard Action</p> <p>Forceful Longbow +4: +22 vs. AC, 2d10+12 damage</p> <p>Ranged weapon Target: One, two, or three creatures</p> <p><i>You take several chaotic shots, which strike various parts of your foes' bodies, inhibiting the creatures in different ways.</i></p> <p>Keywords: Martial, Weapon</p> <p>Attack: Dexterity vs. AC</p> <p>Hit: 2[W] + Dex modifier (+6) damage.</p> <p>Effect: Roll a d4 to determine the effect of each attack. 1—You knock the target prone. 2—The target is slowed (save ends). 3—The target is dazed (save ends). 4—The target is immobilized (save ends).</p> <p>Additional Effects +2d8 to damage once per round (Hunter's Quarry) +1 to attack rolls if none of your allies are closer to the target - Prime Shot. +2 to damage rolls against a single creature that is not adjacent to any other creature - Bow Expertise.</p>	<p>Ranger Attack 5 <input checked="" type="checkbox"/> Used</p> <h3>Hunter's Quarry</h3> <p>At-Will ♦ Minor Action</p> <p>Effect: 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.</p> <p>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.</p> <p>You can designate one enemy as your quarry at a time.</p> <table border="1"><tr><td>Level</td><td>Hunter's Quarry Extra Damage</td></tr><tr><td>1st–10th</td><td>+1d6</td></tr><tr><td>11th–20th</td><td>+2d6</td></tr><tr><td>21st–30th</td><td>+3d6</td></tr></table> <p>Additional Effects</p>	Level	Hunter's Quarry Extra Damage	1st–10th	+1d6	11th–20th	+2d6	21st–30th	+3d6
Level	Hunter's Quarry Extra Damage									
1st–10th	+1d6									
11th–20th	+2d6									
21st–30th	+3d6									
<p>Ranger Attack 9 <input checked="" type="checkbox"/> Used</p> <h3>Secrets of the City</h3> <p>At-Will ♦ Free Action</p> <h4>Personal</h4> <p><i>You learn all the city's secrets by keeping your ear to the streets.</i></p> <p>Trigger: You would make an Arcana, History, Intelligence, or Religion check in a settlement in which you've already succeeded on a Streetwise check</p> <p>Effect: You make a Streetwise check in place of the Arcana, History, Intelligence, or Religion check.</p> <p>Prerequisite: You must be trained in Streetwise.</p> <p>Additional Effects</p>	<p>Ranger Attack 15 <input checked="" type="checkbox"/> Used</p> <h3>Elven Accuracy</h3> <p>Encounter ♦ Free Action</p> <h4>Personal</h4> <p><i>With an instant of focus, you take careful aim at your foe and strike with the legendary accuracy of the elves.</i></p> <p>Trigger: You make an attack roll and dislike the result.</p> <p>Effect: Reroll the attack roll. Use the second roll, even if it's lower.</p> <p>Elven Precision: When you use the elven accuracy power, you gain a +2 bonus to the new attack roll.</p> <p>Additional Effects</p>	<p>Natural Terrain Understanding</p> <p>Encounter ♦ Minor Action</p> <p>Close burst 3 Target: Each ally in the burst</p> <p><i>You alert your allies to hidden advantages in the nearby terrain, giving them an opportunity to shift the battle and defend themselves.</i></p> <p>Effect: The target gains a +2 power bonus to AC until the end of your next turn. In addition, the target can shift 2 squares as a free action.</p> <p>Prerequisite: You must be trained in Nature.</p> <p>Additional Effects</p>								

<h3>Defensive Volley</h3> <p>Encounter ♦ Immediate Reaction</p> <p>Ranged weapon Target: The triggering ally</p> <p><i>Your swift arrow weakens an enemy's attack.</i></p> <p>Keyword: Martial</p> <p>Requirement: You must be wielding a bow or a crossbow.</p> <p>Trigger: An ally is hit by an attack</p> <p>Effect: You reduce the damage the target takes by your Dex modifier (+6) plus half your level.</p> <hr/> <p>Additional Effects</p>	<h3>Elf-Eyed Archery</h3> <p>Encounter ♦ Minor Action</p> <p>Ranged sight Target: One creature</p> <p><i>You can easily divide your attention between chosen targets.</i></p> <p>Keyword: Martial</p> <p>Effect: You designate the target as your quarry, even if it isn't the closest enemy to you. The target doesn't count against your normal limit of one quarry at a time, although you can still deal your Hunter's Quarry damage only once per round.</p> <p>Special: Using this power doesn't provoke opportunity attacks.</p> <hr/> <p>Additional Effects</p>	<h3>Communion</h3> <p>Encounter ♦ Minor Action</p> <p>Unarmed:</p> <p>Melee 1 Target: One ally</p> <p><i>You touch your ally and set your own heart to beat in time, unleashing the healing power of emotional connections.</i></p> <p>Keyword: Healing</p> <p>Requirement: You must have at least one healing surge remaining.</p> <p>Effect: You lose a healing surge but gain temporary hit points equal to $3 + \text{one-half}$ your level. In addition, the target regains hit points equal to his or her healing surge value.</p> <hr/> <p>Additional Effects</p>
<p>Ranger Utility 10 Used <input type="checkbox"/></p> <h3>Potion of Healing</h3> <p>Consumable ♦ Level 5</p> <p>Power (Healing) ♦ Consumable (Minor Action)</p> <p>Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.</p>	<p>Sylvan Archer Utility 12 Used <input type="checkbox"/></p> <h3>Forceful Longbow +4</h3> <p>Weapon ♦ Level 16</p> <p>Damage: 1d10 Proficiency Bonus: 2 Range: 20/40 Properties: Load Free Enhancement: +4 attack rolls and damage rolls Critical: None</p> <p>Properties</p> <p>Any arrow fired by this weapon also pushes the target 1 square when it hits.</p>	<p>Elf Utility 16 Used <input type="checkbox"/></p> <h3>Battle Harness Leather...</h3> <p>Armor ♦ Level 4</p> <p>Armor Bonus: 2 Enhancement: +1 AC</p> <p>Property</p> <p>♦ As a free action, you can draw a sheathed weapon or retrieve a stowed item. ♦ You gain a power bonus to initiative equal to the item's enhancement bonus.</p>
<p>Amulet of Physical Resolve +1 Neck Slot Item ♦ Level 2</p> <p>Enhancement: +1 Fortitude, Reflex, and Will</p> <p>Properties</p> <p>Gain a +2 item bonus to saving throws against effects with the poison keyword and effects that render you weakened, slowed, or immobilized.</p>	<p>Sylvan Leather Armor +2 Armor ♦ Level 8</p> <p>Armor Bonus: 2 Enhancement: +2 AC</p> <p>Properties</p> <p>Gain an item bonus to Athletics checks and Stealth checks equal to the armor's enhancement bonus.</p>	<p>Amulet of Protection +2 Neck Slot Item ♦ Level 6</p> <p>Enhancement: +2 Fortitude, Reflex, and Will</p>

Predator's Hide Hide Armor...

Armor ♦ Level 13

Armor Bonus: 3

Check: -1

Enhancement: +3 AC

Properties

When you hit a target you have designated with your Hunter's Quarry class feature, you gain a +2 bonus to all defenses against attacks by the designated quarry until the end of your next turn.

Sentinel Marshal Honor...

Weapon ♦ Level 5

Damage: 1d8

Proficiency Bonus: 3

Properties: Versatile

Enhancement: +1 attack rolls and damage rolls

Critical: +1d8 damage per plus

Property

- ♦ While holding this weapon, you gain an item bonus to initiative checks equal to the weapon's enhancement bonus.
- ♦ When you use this weapon to reduce a nonminion enemy to 0 hit points, you gain temporary hit points equal to 5 + the weapon's enhancement bonus.

Utility Power ♦ Encounter (Free Action)

Trigger: You hit an enemy with an attack using this weapon.

Effect: Until the end of your next turn, you gain a +2 power bonus to all defenses against the enemy.

Bracers of the Perfect Shot...

Arms Slot Item ♦ Level 3

Properties

When you hit with a ranged basic attack, you gain a +2 item bonus to the damage roll.

Duelist's Bow Longbow +1

Weapon ♦ Level 2

Damage: 1d10

Proficiency Bonus: 2

Range: 20/40

Properties: Load Free

Enhancement: +1 attack rolls and damage rolls

Critical: +1d6 damage per plus

Properties

When you hit an enemy with this weapon, that enemy takes a -2 penalty to ranged and area attack rolls until the end of your next turn.

Longbow of Speed +2

Weapon ♦ Level 10

Damage: 1d10

Proficiency Bonus: 2

Range: 20/40

Properties: Load Free

Enhancement: +2 attack rolls and damage rolls

Critical: +1d8 damage per plus

Properties

While holding this weapon, you gain an item bonus to initiative checks equal to the weapon's enhancement bonus.

Attack Power ♦ Encounter (Minor Action)

Effect: You make a ranged basic attack with this weapon.