

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

Kinney Mercado

15

Level

### Lechonero Stagrunner

Unaligned male Elf Ranger

88 Age    Height    Weight    Medium Size    Corellon Deity

57000

Total XP

69000

#### Defenses



Conditional Bonuses

#### Hit Points

<b>Max HP</b> (Bloodied 48 )	<b>97</b>	Temp HP
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Current Hit Points



#### Healing Surges

Surge Value	Surges/Day
24	8

Current Conditions:



#### Combat Statistics and Senses

Initiative	<b>13</b>
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Conditional Modifiers:

Speed	<b>7</b>
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Passive Insight	<b>20</b>
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Passive Perception	<b>29</b>
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Special Senses: Low-light

#### Action Points

Action Points	Milestones	Action Points
<input type="text"/>	0	1
	1	2
	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)



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...

<b>14</b>	<b>1d8+4</b>
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Strength vs. AC

Damage

##### Ranged

Forceful Longbow +4

<b>21</b>	<b>1d10+14</b>
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Dexterity vs. AC

Damage

#### Languages

Common, Elven

#### Abilities

STR Strength	<b>17</b>	Check 10
CON Constitution	<b>15</b>	9
DEX Dexterity	<b>22</b>	13
INT Intelligence	<b>15</b>	9
WIS Wisdom	<b>16</b>	10
CHA Charisma	<b>11</b>	7

#### Skills

Acrobatics	Dexterity	<b>12</b>
Arcana	Intelligence	<b>9</b>
Athletics	Strength	<input checked="" type="checkbox"/> 15
Bluff	Charisma	<b>7</b>
Diplomacy	Charisma	<b>7</b>
Dungeoneering	Wisdom	<b>10</b>
Endurance	Constitution	<b>8</b>
Heal	Wisdom	<b>10</b>
History	Intelligence	<b>9</b>
Insight	Wisdom	<b>10</b>
Intimidate	Charisma	<b>7</b>
Nature	Wisdom	<input checked="" type="checkbox"/> 17
Perception	Wisdom	<input checked="" type="checkbox"/> 19
Religion	Intelligence	<b>9</b>
Stealth	Dexterity	<input checked="" type="checkbox"/> 17
Streetwise	Charisma	<input checked="" type="checkbox"/> 13
Thievery	Dexterity	<b>12</b>

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

#### Waist

#### Feet

#### Tattoo

#### 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.)

Treasure

17,000 gp  
0 gp banked

Normal

170

Heavy

340

Max

850

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

## 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

## Lechonero Stagrunner

Level 15 Elf Ranger

HP	Score	Ability Mod	AC
Spd	17	STR 3	29
Init	15	CON 2	Fort 23
	16	DEX 6	Ref 26
	11	INT 2	Will 22
	20	WIS 3	
	29	CHA 0	

**20** Passive Insight  
**29** Passive Perception

Player Name: Kinney Mercado

### Melee Basic Attack

At-Will ♦ Standard Action



**Sentinel Marshal Honor Blade Longsword +1:**  
+14 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:** +21 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.  
+2 to damage rolls against a single creature that is not adjacent to any

### Skills

Acrobatics	Dexterity	12
Arcana	Intelligence	9
Athletics	Strength	• 15
Bluff	Charisma	7
Diplomacy	Charisma	7
Dungeoneering	Wisdom	10
Endurance	Constitution	8
Heal	Wisdom	10
History	Intelligence	9
Insight	Wisdom	10
Intimidate	Charisma	7
Nature	Wisdom	• 17
Perception	Wisdom	• 19
Religion	Intelligence	9
Stealth	Dexterity	• 17
Streetwise	Charisma	• 13
Thievery	Dexterity	12

• indicates a trained skill.

### 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

### Ranged Basic Attack

At-Will ♦ Standard Action



**Forceful Longbow +4:** +21 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

### Basic Attack

### Covering Volley

Encounter ♦ Standard Action



**Forceful Longbow +4:** +21 vs. AC, 1d10+12 damage

**Area** burst 1 within 20      **Target:** Each creature in the burst

A series of arrows convinces your foes to take a different path.

**Keywords:** Martial, Weapon

**Requirement:** You must be wielding a bow or a crossbow.

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dex modifier (+6) damage. A creature that moves into the area before the start of your next turn takes 5 damage. A creature can take this damage only once per turn.

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

### Spikes of the Manticore

Encounter ♦ Standard Action



**Forceful Longbow +4:** +21 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.  
+2 to damage rolls against a single creature that is not adjacent to any

<h3>Shaft Splitter</h3> <p>Encounter ♦ Immediate Interrupt</p> <p><b>Forceful Longbow +4:</b> +21 vs. Reflex, 2d10+12 damage</p> <p><b>Ranged weapon</b>      <b>Target:</b> The triggering enemy</p> <p><i>As your foe launches his attack, you loose a shot right down his sights.</i></p> <p><b>Keywords:</b> Martial, Weapon</p> <p><b>Trigger:</b> An enemy hits you or an ally within 5 squares of you with a ranged attack</p> <p><b>Attack:</b> Dexterity vs. Reflex</p> <p><b>Hit:</b> 2[W] + Dex modifier (+6) damage, and the target takes a -5 penalty to the triggering attack roll.</p> <p><b>Additional Effects</b>            +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>Hammering Volley</h3> <p>Encounter ♦ Standard Action</p> <p><b>Forceful Longbow +4:</b> +21 vs. Fortitude, 2d10+12 damage</p> <p><b>Ranged weapon</b>      <b>Targets:</b> 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><b>Keywords:</b> Martial, Weapon</p> <p><b>Attack:</b> 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><b>Hit:</b> 2[W] + Dex modifier (+6) damage, and you knock the target prone.</p> <p><b>Additional Effects</b>            +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>Flying Steel</h3> <p>Daily ♦ Standard Action</p> <p><b>Forceful Longbow +4:</b> +21 vs. AC, 2d10+12 damage</p> <p><b>Ranged weapon</b>      <b>Target:</b> One creature</p> <p><i>Your arrows force your opponent to take cover.</i></p> <p><b>Keywords:</b> Martial, Weapon</p> <p><b>Attack:</b> Dexterity vs. AC</p> <p><b>Hit:</b> 2[W] + Dex modifier (+6) damage.</p> <p><b>Miss:</b> Half damage.</p> <p><b>Effect:</b> 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><b>Additional Effects</b>            +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>Sylvan Archer Attack 11      Used <input type="checkbox"/></p> <h3>Marked for Death</h3> <p>Daily ♦ Standard Action</p> <p><b>Forceful Longbow +4:</b> +21 vs. AC, 3d10+12 damage</p> <p><b>Melee or Ranged weapon</b>      <b>Target:</b> One creature designated as your quarry</p> <p><i>A carefully aimed shot imperils your quarry.</i></p> <p><b>Keywords:</b> Martial, Reliable, Weapon</p> <p><b>Attack:</b> Strength (melee) or Dexterity (ranged) vs. AC</p> <p><b>Hit:</b> 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><b>Additional Effects</b>            +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      Used <input type="checkbox"/></p> <h3>Trick Shot</h3> <p>Daily ♦ Standard Action</p> <p><b>Forceful Longbow +4:</b> +21 vs. AC, 2d10+12 damage</p> <p><b>Ranged weapon</b>      <b>Target:</b> 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><b>Keywords:</b> Martial, Weapon</p> <p><b>Attack:</b> Dexterity vs. AC</p> <p><b>Hit:</b> 2[W] + Dex modifier (+6) damage.</p> <p><b>Effect:</b> 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><b>Additional Effects</b>            +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      Used <input type="checkbox"/></p> <h3>Hunter's Quarry</h3> <p>At-Will ♦ Minor Action</p> <p><b>Effect:</b> 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"> <thead> <tr> <th>Level</th> <th>Hunter's Quarry Extra Damage</th> </tr> </thead> <tbody> <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> </tbody> </table> <p><b>Additional Effects</b></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      Used <input type="checkbox"/></p> <h3>Secrets of the City</h3> <p>At-Will ♦ Free Action</p> <p><b>Personal</b></p> <p><i>You learn all the city's secrets by keeping your ear to the streets.</i></p> <p><b>Trigger:</b> 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><b>Effect:</b> You make a Streetwise check in place of the Arcana, History, Intelligence, or Religion check.</p> <p><b>Prerequisite:</b> You must be trained in Streetwise.</p> <p><b>Additional Effects</b></p>	<p>Ranger Attack 15      Used <input type="checkbox"/></p> <h3>Elven Accuracy</h3> <p>Encounter ♦ Free Action</p> <p><b>Personal</b></p> <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><b>Trigger:</b> You make an attack roll and dislike the result.</p> <p><b>Effect:</b> Reroll the attack roll. Use the second roll, even if it's lower.</p> <p><b>Elven Precision:</b> When you use the elven accuracy power, you gain a +2 bonus to the new attack roll.</p> <p><b>Additional Effects</b></p>	<p>Natural Terrain Understanding</p> <p>Encounter ♦ Minor Action</p> <p><b>Close burst 3</b>      <b>Target:</b> 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><b>Effect:</b> 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><b>Prerequisite:</b> You must be trained in Nature.</p> <p><b>Additional Effects</b></p>								

<h3>Defensive Volley</h3> <p>Encounter ♦ Immediate Reaction</p> <p><b>Ranged</b> weapon      <b>Target:</b> The triggering ally</p> <p><i>Your swift arrow weakens an enemy's attack.</i></p> <p><b>Keyword:</b> Martial</p> <p><b>Requirement:</b> You must be wielding a bow or a crossbow.</p> <p><b>Trigger:</b> An ally is hit by an attack</p> <p><b>Effect:</b> You reduce the damage the target takes by your Dex modifier (+6) plus half your level.</p> <p>Additional Effects</p>	<h3>Elf-Eyed Archery</h3> <p>Encounter ♦ Minor Action</p> <p><b>Ranged</b> sight      <b>Target:</b> One creature</p> <p><i>You can easily divide your attention between chosen targets.</i></p> <p><b>Keyword:</b> Martial</p> <p><b>Effect:</b> 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><b>Special:</b> Using this power doesn't provoke opportunity attacks.</p> <p>Additional Effects</p>	<h3>Sylvan Leather Armor +2</h3> <p>Armor ♦ Level 8</p> <p><b>Armor Bonus:</b> 2 <b>Enhancement:</b> +2 AC</p> <p><b>Properties</b></p> <p>Gain an item bonus to Athletics checks and Stealth checks equal to the armor's enhancement bonus.</p>
<p>Ranger Utility 10      Used <input type="checkbox"/></p> <p><b>Forceful Longbow +4</b> Weapon ♦ Level 16</p> <p><b>Damage:</b> 1d10 <b>Proficiency Bonus:</b> 2 <b>Range:</b> 20/40 <b>Properties:</b> Load Free <b>Enhancement:</b> +4 attack rolls and damage rolls <b>Critical:</b> None</p> <p><b>Properties</b></p> <p>Any arrow fired by this weapon also pushes the target 1 square when it hits.</p>	<p>Sylvan Archer Utility 12      Used <input type="checkbox"/></p> <p><b>Amulet of Physical Resolve +1</b> Neck Slot Item ♦ Level 2</p> <p><b>Enhancement:</b> +1 Fortitude, Reflex, and Will</p> <p><b>Properties</b></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><b>Battle Harness Leather...</b> Armor ♦ Level 4</p> <p><b>Armor Bonus:</b> 2 <b>Enhancement:</b> +1 AC</p> <p><b>Property</b></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><b>Amulet of Protection +2</b> Neck Slot Item ♦ Level 6</p> <p><b>Enhancement:</b> +2 Fortitude, Reflex, and Will</p>	<p><b>Longbow of Speed +2</b> Weapon ♦ Level 10</p> <p><b>Damage:</b> 1d10 <b>Proficiency Bonus:</b> 2 <b>Range:</b> 20/40 <b>Properties:</b> Load Free <b>Enhancement:</b> +2 attack rolls and damage rolls <b>Critical:</b> +1d8 damage per plus</p> <p><b>Properties</b></p> <p>While holding this weapon, you gain an item bonus to initiative checks equal to the weapon's enhancement bonus.</p> <p><b>Attack Power ♦ Encounter</b> (Minor Action)</p> <p><b>Effect:</b> You make a ranged basic attack with this weapon.</p>	<p><b>Sentinel Marshal Honor...</b> Weapon ♦ Level 5</p> <p><b>Damage:</b> 1d8 <b>Proficiency Bonus:</b> 3 <b>Properties:</b> Versatile <b>Enhancement:</b> +1 attack rolls and damage rolls <b>Critical:</b> +1d8 damage per plus</p> <p><b>Property</b></p> <p>♦ 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.</p> <p><b>Utility Power ♦ Encounter</b> (Free Action)</p> <p><b>Trigger:</b> You hit an enemy with an attack using this weapon. <b>Effect:</b> Until the end of your next turn, you gain a +2 power bonus to all defenses against ..</p>

**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.

**Potion of Healing**

Consumable ♦ Level 5

**Power (Healing) ♦ Consumable (Minor Action)**

Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

**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.

**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.