

Kinney Mercado

Player Name

Lechonero

Character Name



Character Details

Background

Explorer/Guide

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

Longbow of Speed +2

Off Hand

Waist

Feet

Tattoo

Ki Focus

Other Equipment

Longbow
Longsword
Short sword
Battle Harness Leather Armor +1
Adventurer's Kit
Backpack (empty)
Arrows (90)
Potion of Healing
Everburning Torch
Amulet of Physical Resolve +1
Duelist's Bow Longbow +1
Sentinel Marshal Honor Blade Longsword +1

Total Weight (lbs.)

108

Carrying Capacity (lbs.)

Treasure

740 gp
0 gp banked

Normal

170

Heavy

340

Max

850

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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

Beast Mastery

Gain beast companion; give up Prime Shot, no Archer or Two-Blade Fighting Style

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.

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

Lethal Hunter

Hunter's Quarry damage dice increase to d8s

Beast Protector

Attack from adjacent enemy against beast provokes opportunity attack from you

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

Brutal Accuracy

Hit with elven accuracy reroll gains extra damage

Archery Mastery

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

Scion of Onat

When you spend a healing surge, your beast companion gains 1/2 your surge value in hp

Martial Accuracy

Roll twice when using elven accuracy on exploit

Lechonero

Level 11 Elf Ranger

HP	77	Score	Ability Mod	AC
Spd	7	17	STR 3	25
Init	+13	15	CON 2	Fort
		22	DEX 6	21
		15	INT 2	Ref
		16	WIS 3	Will
		11	CHA 0	20

18 Passive Insight

27 Passive Perception

Player Name: Kinney Mercado

Melee Basic Attack

At-Will ♦ Standard Action

Sentinel Marshal Honor Blade Longsword +1: +12 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

Longbow of Speed +2: +17 vs. AC, 1d10+2 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)

+2 to damage rolls against a single creature that is not

Skills

Acrobatics	Dexterity	11
Arcana	Intelligence	7
Athletics	Strength	• 15
Bluff	Charisma	5
Diplomacy	Charisma	5
Dungeoneering	Wisdom	8
Endurance	Constitution	• 12
Heal	Wisdom	• 13
History	Intelligence	7
Insight	Wisdom	8
Intimidate	Charisma	5
Nature	Wisdom	• 17
Perception	Wisdom	• 17
Religion	Intelligence	7
Stealth	Dexterity	13
Streetwise	Charisma	• 10
Thievery	Dexterity	11

• 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

Ranger Attack

Hindering Shot

Encounter ♦ Standard Action

Longbow of Speed +2: +17 vs. AC, 2d10+8 damage

Ranged weapon

Target: One creature

An arrow in the leg slows even the hardest creature.

Keywords: Martial, Weapon

Attack: Dexterity vs. AC

Hit:

2[W] + Dex modifier (+6) damage, and the target is slowed until the end of your next turn.

Additional Effects

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

+2 to damage rolls against a single creature that is not

Covering Volley

Encounter ♦ Standard Action

Longbow of Speed +2: +17 vs. AC, 1d10+8 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)

+2 to damage rolls against a single creature that is not

Spikes of the Manticore

Encounter ♦ Standard Action

Longbow of Speed +2: +17 vs. AC, 2d10+8 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)
+2 to damage rolls against a single creature that is not adjacent to any other creature - Bow Expertise.

Ranger Attack 7

Used

Flying Steel

Daily ♦ Standard Action

Longbow of Speed +2: +17 vs. AC, 2d10+8 damage

Ranged weapon

Target: One creature

Your arrows force your opponent to take cover.

Keywords: Martial, Weapon

Attack: Dexterity vs. AC

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

Miss: Half damage.

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.

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.

Ranger Attack 5

Used

Hunter's Quarry

At-Will ♦ Minor Action

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.

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

Shaft Splitter

Encounter ♦ Immediate Interrupt

Longbow of Speed +2: +17 vs. Reflex, 2d10+8 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)
+2 to damage rolls against a single creature that is not adjacent to any other creature - Bow Expertise.

Sylvan Archer Attack 11

Used

Marked for Death

Daily ♦ Standard Action

Longbow of Speed +2: +17 vs. AC, 3d10+8 damage

Sentinel Marshal Honor Blade Longsword +1: +12 vs. AC, 3d8+4 damage

Melee or Ranged

Target: One creature designated as your quarry

A carefully aimed shot imperils your quarry.

Keywords: Martial, Reliable, Weapon

Attack: Strength (melee) or Dexterity (ranged) vs. AC

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.

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.

Ranger Attack 9

Used

Hearten the Beast

At-Will ♦ Standard Action

Close burst 20

Target: Your beast companion in the burst

With an encouraging shout, you give your beast companion the desire to fight harder.

Keywords: Beast, Martial

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 Wis modifier (+3).

Additional Effects

Sure Shot

Daily ♦ Standard Action

Longbow of Speed +2: +17 vs. AC, 3d10+8 damage

Ranged weapon

Target: One creature

You line up your shot with meticulous care to strike at your foe's vital organs.

Keywords: Martial, Weapon

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

Hit: 3[W] + Dex modifier (+6) damage. You can reroll each damage die once but must use the second result.

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.

Ranger Attack 1

Used

Beast Melee Basic...

At-Will ♦ Standard Action

Unarmed: +13 vs. AC, 1d12+3 damage

Melee

Target: One creature

Your beast companion attacks with claw or bite.

Attack: Beast's attack bonus vs. AC

Hit: 1[B] + beast's ability modifier damage.

Additional Effects

Beast Basic Attack

Encounter ♦ Free Action

Personal

With an instant of focus, you take careful aim at your foe and strike with the legendary accuracy of the elves.

Trigger: You make an attack roll and dislike the result.

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

Additional Effects

<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> <p>Additional Effects</p>	<h3>Harryng Hunter Stance</h3> <p>Daily ♦ Minor Action</p> <p>Personal</p> <p><i>Through careful positioning and an instinctive connection, you and your companion mercilessly harry the foe.</i></p> <p>Keywords: Beast, Martial</p> <p>Effect: Until the end of the encounter, you and your beast companion gain combat advantage against any foe to whom you are both adjacent. If you and your companion are also flanking the target, you deal 2 extra damage on Hunter's Quarry damage rolls against it.</p> <p>Additional Effects</p>	<h3>Bracers of the Perfect Shot...</h3> <p>Arms Slot Item ♦ Level 3</p> <p>Properties</p> <p>When you hit with a ranged basic attack, you gain a +2 item bonus to the damage roll.</p>
<p>Ranger Utility 10 Used <input type="checkbox"/></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>Ranger Utility 6 Used <input type="checkbox"/></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>Sentinel Marshal Honor... Weapon ♦ Level 5</p> <p>Damage: 1d8 Proficiency Bonus: 3 Properties: Versatile Enhancement: +1 attack rolls and damage rolls Critical: +1d8 damage per plus</p> <p>Property</p> <ul style="list-style-type: none"> ♦ 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>Utility Power ♦ Encounter (Free Action)</p> <p><i>Trigger:</i> You hit an enemy with an attack using this weapon.</p> <p><i>Effect:</i> Until the end of your next turn, you gain a +2 power bonus to all defenses against the enemy.</p>
<p>Potion of Healing 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>Amulet of Protection +2 Neck Slot Item ♦ Level 6</p> <p>Enhancement: +2 Fortitude, Reflex, and Will</p>	<p>Battle Harness Leather... Armor ♦ Level 4</p> <p>Armor Bonus: 2 Enhancement: +1 AC</p> <p>Property</p> <ul style="list-style-type: none"> ♦ 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.

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.