

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

Kinney Mercado

14

Level

Lechonero Stagrunner

Unaligned male Elf Ranger

88 Age Height Weight Medium Size Corellon Deity

47000

Total XP

57000

Defenses



Conditional Bonuses

Hit Points

Max HP (Bloodied)	92	Temp HP
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Current Hit Points

Healing Surges

Surge Value	Surges/Day
23	8

Current Conditions:

Combat Statistics and Senses

Initiative	13
Conditional Modifiers:	
Speed	7
Passive Insight	20
Passive Perception	29

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)

 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...

14

1d8+4

Strength vs. AC

Damage

Ranged

Forceful Longbow +4

21

1d10+14

Dexterity vs. AC

Damage

Languages

Common, Elven

Abilities

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

Skills

Acrobatics	Dexterity	12
Arcana	Intelligence	9
Athletics	Strength	<input checked="" type="checkbox"/> 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	<input checked="" type="checkbox"/> 17
Perception	Wisdom	<input checked="" type="checkbox"/> 19
Religion	Intelligence	9
Stealth	Dexterity	<input checked="" type="checkbox"/> 17
Streetwise	Charisma	<input checked="" type="checkbox"/> 13
Thievery	Dexterity	12

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

Off Hand

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.)

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 14 Elf Ranger

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

Ranger Attack

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

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

Shaft Splitter

Encounter ◆ Immediate Interrupt

Forceful Longbow +4: +21 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.

Hammering Volley

Encounter ◆ Standard Action

Forceful Longbow +4: +21 vs. Fortitude, 2d10+12 damage

Ranged weapon **Targets:** One or two creatures

Pulling back on your bow with great effort, you unleash a pair of arrows that slam your foes into the ground.

Keywords: Martial, Weapon

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.

Hit: 2[W] + Dex modifier (+6) damage, and you knock the target prone.

Sure Shot

Daily ◆ Standard Action

Forceful Longbow +4: +21 vs. AC, 3d10+12 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.

Sylvan Archer Attack 11

Used

Flying Steel

Daily ◆ Standard Action

Forceful Longbow +4: +21 vs. AC, 2d10+12 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.

Ranger Attack 13

Used

Marked for Death

Daily ◆ Standard Action

Forceful Longbow +4: +21 vs. AC, 3d10+12 damage

Melee or Ranged weapon **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.

Ranger Attack 1

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

Ranger Attack 5

Used

Secrets of the City

At-Will ◆ Free Action

Personal

You learn all the city's secrets by keeping your ear to the streets.

Trigger: You would make an Arcana, History, Intelligence, or Religion check in a settlement in which you've already succeeded on a Streetwise check

Effect: You make a Streetwise check in place of the Arcana, History, Intelligence, or Religion check.

Prerequisite: You must be trained in Streetwise.

Elven Accuracy

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.

Elven Precision: When you use the elven accuracy power, you gain a +2 bonus to the new attack roll.

Natural Terrain Understanding

Encounter ◆ Minor Action

Close burst 3 **Target:** Each ally in the burst

You alert your allies to hidden advantages in the nearby terrain, giving them an opportunity to shift the battle and defend themselves.

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.

Prerequisite: You must be trained in Nature.

<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>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> <p>Additional Effects</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>Ranger Utility 10 Used <input type="checkbox"/></p> <p>Bracers of the Perfect Shot... 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>Sylvan Archer Utility 12 Used <input type="checkbox"/></p> <p>Duelist's Bow Longbow +1 Weapon ♦ Level 2</p> <p>Damage: 1d10 Proficiency Bonus: 2 Range: 20/40 Properties: Load Free Enhancement: +1 attack rolls and damage rolls Critical: +1d6 damage per plus</p> <p>Properties</p> <p>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.</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>Predator's Hide Hide Armor... Armor ♦ Level 13</p> <p>Armor Bonus: 3 Check: -1 Enhancement: +3 AC</p> <p>Properties</p> <p>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.</p>	<p>Amulet of Protection +2 Neck Slot Item ♦ Level 6</p> <p>Enhancement: +2 Fortitude, Reflex, and Will</p>	<p>Forceful Longbow +4 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>

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.

Battle Harness Leather...

Armor ♦ Level 4

Armor Bonus: 2

Enhancement: +1 AC

Property

- ♦ 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.

Amulet of Physical Resolve +1

Neck Slot Item ♦ Level 2

Enhancement: +1 Fortitude, Reflex, and Will

Properties

Gain a +2 item bonus to saving throws against effects with the poison keyword and effects that render you weakened, slowed, or immobilized.

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.