

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

Kinney Mercado

14

Level

### Lechonero

Unaligned male Elf Ranger

88    5' 5"    160 lb.    Medium    Corellon (Forgotten Realms)

47000

Total XP

57000

### Defenses

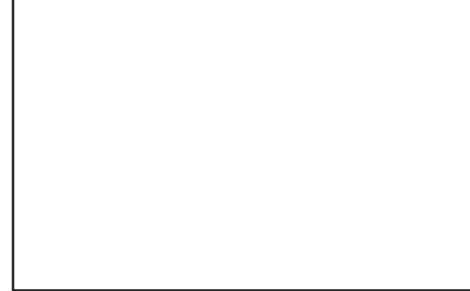


Conditional Bonuses

### Hit Points

<b>Max HP</b> (Bloodied )	<b>92</b>	Temp HP
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Current Hit Points



### Healing Surges

Surge Value	Surges/Day	
23	8	

Current Conditions:

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

### Combat Statistics and Senses

### 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...

14	1d8+4
Strength vs. AC	Damage

#### Ranged

Forceful Longbow +4

21	1d10+12
Dexterity vs. AC	Damage

### Languages

Common, Elven, Primordial

### 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	✓ 14
Bluff	Charisma	7
Diplomacy	Charisma	7
Dungeoneering	Wisdom	10
Endurance	Constitution	✓ 13
Heal	Wisdom	✓ 15
History	Intelligence	9
Insight	Wisdom	10
Intimidate	Charisma	7
Nature	Wisdom	✓ 19
Perception	Wisdom	✓ 19
Religion	Intelligence	9
Stealth	Dexterity	12
Streetwise	Charisma	✓ 12
Thievery	Dexterity	12

Special Senses: Low-light

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

Forceful Longbow +4

#### Waist

#### Feet

#### Tattoo

#### 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  
Sylvan Leather Armor +2  
Duelist's Bow Longbow +1  
Longbow of Speed +2  
Sentinel Marshal Honor Blade Longsword +1

Total Weight (lbs.)

136

Carrying Capacity (lbs.)

#### Treasure

740 gp  
0 gp banked

Normal

170

Heavy

340

Max

850

Kinney Mercado

Player Name

# Lechonero

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

### 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

### 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

Level 14 Elf Ranger

HP	Score	Ability Mod	AC
92	17	STR 3	29
	15	CON 2	
7	22	DEX 6	23
+13	15	INT 2	Ref
	16	WIS 3	26
	11	CHA 0	Will
	20		22
	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+4 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 adjacent to any other creature - Bow Expertise.

### Skills

Acrobatics	Dexterity	12
Arcana	Intelligence	9
Athletics	Strength	• 14
Bluff	Charisma	7
Diplomacy	Charisma	7
Dungeoneering	Wisdom	10
Endurance	Constitution	• 13
Heal	Wisdom	• 15
History	Intelligence	9
Insight	Wisdom	10
Intimidate	Charisma	7
Nature	Wisdom	• 19
Perception	Wisdom	• 19
Religion	Intelligence	9
Stealth	Dexterity	12
Streetwise	Charisma	• 12
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

### Covering Volley

Encounter ♦ Standard Action



**Forceful Longbow +4:** +21 vs. AC, 1d10+10 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 other creature - Bow Expertise.

### Spikes of the Manticore

Encounter ♦ Standard Action



**Forceful Longbow +4:** +21 vs. AC, 2d10+10 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.

## Shaft Splitter

Encounter ♦ Immediate Interrupt

**Forceful Longbow +4:** +21 vs. Reflex, 2d10+10 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

## Flying Steel

Daily ♦ Standard Action

**Forceful Longbow +4:** +21 vs. AC, 2d10+10 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

## Hammering Volley

Encounter ♦ Standard Action

**Forceful Longbow +4:** +21 vs. Fortitude, 2d10+10 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.

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 13

Used

## Marked for Death

Daily ♦ Standard Action

**Forceful Longbow +4:** +21 vs. AC, 3d10+10 damage

**Sentinel Marshal Honor Blade Longsword +1:** +14 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

**Forceful Longbow +4:** +21 vs. AC, 3d10+10 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:** +16 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

## 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.

Additional Effects

<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>Harrying Hunter Stance</h3> <p>Daily ♦ Minor Action</p> <p><b>Personal</b></p> <p><i>Through careful positioning and an instinctive connection, you and your companion mercilessly harry the foe.</i></p> <p><b>Keywords:</b> Beast, Martial</p> <p><b>Effect:</b> 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>
<p>Ranger Utility 10      Used <input type="checkbox"/></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> <ul style="list-style-type: none"> <li>◆ As a free action, you can draw a sheathed weapon or retrieve a stowed item.</li> <li>◆ You gain a power bonus to initiative equal to the item's enhancement bonus.</li> </ul>	<p>Sylvan Archer Utility 12      Used <input type="checkbox"/></p> <p><b>Potion of Healing</b> Consumable ♦ Level 5</p> <p><b>Power (Healing) ♦ Consumable (Minor Action)</b></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 6      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><b>Bracers of the Perfect Shot...</b> Arms Slot Item ♦ Level 3</p> <p><b>Properties</b></p> <p>When you hit with a ranged basic attack, you gain a +2 item bonus to the damage roll.</p>	<p><b>Duelist's Bow Longbow +1</b> Weapon ♦ Level 2</p> <p><b>Damage:</b> 1d10 <b>Proficiency Bonus:</b> 2 <b>Range:</b> 20/40 <b>Properties:</b> Load Free <b>Enhancement:</b> +1 attack rolls and damage rolls <b>Critical:</b> +1d6 damage per plus</p> <p><b>Properties</b></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><b>Predator's Hide Hide Armor...</b> Armor ♦ Level 13</p> <p><b>Armor Bonus:</b> 3 <b>Check:</b> -1 <b>Enhancement:</b> +3 AC</p> <p><b>Properties</b></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><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 (Minor Action)</b></p> <p><i>Effect:</i> You make a ranged basic attack with this weapon.</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>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> <ul style="list-style-type: none"> <li>♦ While holding this weapon, you gain an item bonus to initiative checks equal to the weapon's enhancement bonus.</li> <li>♦ 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.</li> </ul> <p><b>Utility Power ♦ Encounter (Free Action)</b></p> <p><i>Trigger:</i> You hit an enemy with an attack using this weapon. <i>Effect:</i> Until the end of your next turn, you gain a +2 power bonus to all defenses against the enemy.</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>Sylvan Leather Armor +2</b> 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>	