

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

Kinney Mercado

15

Level

Lechonero

Unaligned male Elf Ranger

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

57000

Total XP

69000

Defenses

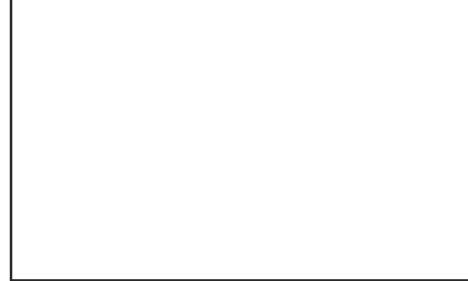


Conditional Bonuses

Hit Points

Max HP (Bloodied)	97	Temp HP
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Current Hit Points



Healing Surges

Surge Value	Surges/Day
24	8

Current Conditions:

Combat Statistics and Senses

Initiative	13
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Conditional Modifiers:

Speed	7
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Passive Insight	20
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Passive Perception	29
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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)

 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
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Strength vs. AC

Damage

Ranged

Forceful Longbow +4

21	1d10+12
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Dexterity vs. AC

Damage

Languages

Common, Elven, Primordial

Abilities

STR Strength	17	Check
CON Constitution	15	9
DEX Dexterity	23	13
INT Intelligence	15	9
WIS Wisdom	17	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

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

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
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 15 Elf Ranger

HP	Score	Ability Mod	AC
97	17	STR 3	29
	15	CON 2	
7	23	DEX 6	23
+13	15	INT 2	Ref
	17	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

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.

<h3>Shaft Splitter</h3> <p>Encounter ♦ Immediate Interrupt</p> <p>Forceful Longbow +4: +21 vs. Reflex, 2d10+10 damage</p> <p>Ranged weapon Target: The triggering enemy</p> <p><i>As your foe launches his attack, you loose a shot right down his sights.</i></p> <p>Keywords: Martial, Weapon</p> <p>Trigger: An enemy hits you or an ally within 5 squares of you with a ranged attack</p> <p>Attack: Dexterity vs. Reflex</p> <p>Hit: 2[W] + Dex modifier (+6) damage, and the target takes a -5 penalty to the triggering attack roll.</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>Hammering Volley</h3> <p>Encounter ♦ Standard Action</p> <p>Forceful Longbow +4: +21 vs. Fortitude, 2d10+10 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) +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: +21 vs. AC, 2d10+10 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) +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>Forceful Longbow +4: +21 vs. AC, 3d10+10 damage</p> <p>Sentinel Marshal Honor Blade Longsword +1: +14 vs. AC, 3d8+4 damage</p> <p>Melee or Ranged 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) +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>Forceful Longbow +4: +21 vs. AC, 2d10+10 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) +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>Beast Melee Basic...</h3> <p>At-Will ♦ Standard Action</p> <p>Unarmed: +17 vs. AC, 1d12+3 damage</p> <p>Melee Target: One creature</p> <p><i>Your beast companion attacks with claw or bite.</i></p> <p>Attack: Beast's attack bonus vs. AC</p> <p>Hit: 1[B] + beast's ability modifier damage.</p>								
<p>Ranger Attack 9 Used <input type="checkbox"/></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"> <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>Additional Effects</p>	Level	Hunter's Quarry Extra Damage	1st-10th	+1d6	11th-20th	+2d6	21st-30th	+3d6	<p>Ranger Attack 15 Used <input type="checkbox"/></p> <h3>Hearten the Beast</h3> <p>At-Will ♦ Standard Action</p> <p>Close burst 20 Target: Your beast companion in the burst</p> <p><i>With an encouraging shout, you give your beast companion the desire to fight harder.</i></p> <p>Keywords: Beast, Martial</p> <p>Effect: The target makes a saving throw.</p> <p>Beast: If the target is a bear or a boar, it gains a bonus to the saving throw equal to your Wis modifier (+3).</p> <p>Additional Effects</p>	<p>Beast Basic Attack</p> <h3>Elven Accuracy</h3> <p>Encounter ♦ Free Action</p> <p>Personal</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>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>Additional Effects</p>
Level	Hunter's Quarry Extra Damage									
1st-10th	+1d6									
11th-20th	+2d6									
21st-30th	+3d6									

<h3>Defensive Volley</h3> <p>Encounter ♦ Immediate Reaction</p> <table border="1"> <tr> <td>Ranged weapon</td><td>Target: The triggering ally</td></tr> </table> <p>Your swift arrow weakens an enemy's attack.</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>	Ranged weapon	Target: The triggering ally	<h3>Elf-Eyed Archery</h3> <p>Encounter ♦ Minor Action</p> <table border="1"> <tr> <td>Ranged sight</td><td>Target: One creature</td></tr> </table> <p>You can easily divide your attention between chosen targets.</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>	Ranged sight	Target: One creature	<h3>Harrying Hunter Stance</h3> <p>Daily ♦ Minor Action</p> <p>Personal</p> <p>Through careful positioning and an instinctive connection, you and your companion mercilessly harry the foe.</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> <hr/> <p>Additional Effects</p>
Ranged weapon	Target: The triggering ally					
Ranged sight	Target: One creature					
Ranger Utility 10 Used <input type="checkbox"/>	Sylvan Archer Utility 12 Used <input type="checkbox"/>	Ranger Utility 6 Used <input type="checkbox"/>				
<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>	<h3>Longbow of Speed +2</h3> <p>Weapon ♦ Level 10</p> <p>Damage: 1d10 Proficiency Bonus: 2 Range: 20/40 Properties: Load Free Enhancement: +2 attack rolls and damage rolls Critical: +1d8 damage per plus</p> <p>Properties</p> <p>While holding this weapon, you gain an item bonus to initiative checks equal to the weapon's enhancement bonus.</p> <p>Attack Power ♦ Encounter (Minor Action)</p> <p>Effect: You make a ranged basic attack with this weapon.</p>	<h3>Amulet of Protection +2</h3> <p>Neck Slot Item ♦ Level 6</p> <p>Enhancement: +2 Fortitude, Reflex, and Will</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>	<h3>Duelist's Bow Longbow +1</h3> <p>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>	<h3>Sylvan Leather Armor +2</h3> <p>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>				

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.

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.

Forceful Longbow +4

Weapon ♦ Level 16

Damage: 1d10**Proficiency Bonus:** 2**Range:** 20/40**Properties:** Load Free**Enhancement:** +4 attack rolls and damage rolls**Critical:** None**Properties**

Any arrow fired by this weapon also pushes the target 1 square when it hits.

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.