



RIARDON BRIGHTVALE

MALE ELADRIN RANGER



LEVEL 1 GOOD

"I never lose my quarry."

Ability Score	Value	Modifier		
STRENGTH	14	+2	ARMOR CLASS	17
CONSTITUTION	11	+0	FORTITUDE DEFENSE	13
DEXTERITY	18	+4	REFLEX DEFENSE	15
INTELLIGENCE	12	+1	WILL DEFENSE	13
WISDOM	14	+2	INITIATIVE	+4
CHARISMA	10	+0	SPEED (SQUARES)	6
HIT POINTS	23		HEALING SURGE HP HEALED	5
BLOODIED	11		HEALING SURGES/DAY	6
			SECOND WIND	<input type="checkbox"/>
				(Use second wind up to 1/encounter)

Current Hit Points

Current Surge Uses

Basic Attack Name	Attack Bonus	Damage	Range/Properties
Longbow	+6 vs. AC	1d10+4	20 squares normal/40 squares max; load free
Longsword	+4 vs. AC	1d8+2	Versatile (+1 damage when 2-handed)

FEATS

Defensive Mobility (+2 to AC against opportunity attacks)

Lethal Hunter (already added; see Hunter's Quarry)

SKILLS

Passive Insight	12
Passive Perception	17
Acrobatics	+9
Athletics	+7
History	+8
Insight	+2
Nature	+7
Perception	+7
Stealth	+9

EXPLOITS (Martial Powers)

See back of character sheet.

EQUIPMENT

Hide armor, longbow, longsword, quiver filled with arrows, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

RACE AND CLASS FEATURES

Eladrin Will (+5 to saving throws vs. charm)

Fey Origin (considered a fey creature)

Trance (spend 4 hours in extended rest instead of 6; while taking an extended rest, you are fully aware of surroundings)

Fey Step (see back)

Hunter's Quarry (once per turn as a minor action, designate the nearest enemy your quarry; once per round do +1d8 damage against your quarry; remains active until quarry is defeated, encounter ends, or you switch your quarry; only 1 quarry at a time)

Languages: Common and Elven

Low-Light Vision

Note: Some race and class features are already added into the character's statistics and are not listed on the sheet.

EXPLOITS (MARTIAL POWERS)

Your powers are called exploits, since they are from the martial power source. Some of your powers require you to use a weapon. If a power does not state “weapon”, then you don’t need to have your weapon in your hand.

At-Will Powers

Careful Attack

Ranger Attack 1

You study the enemy, looking for a gap in his defenses. Only when you find it do you strike.

At-Will ♦ Martial, Weapon

Standard Action **Ranged weapon**

Target: One creature

Attack: +8 vs. AC

Hit: 1d10 damage.

Nimble Strike

Ranger Attack 1

You slink past your enemy’s guard to make your attack, or you make your attack and then withdraw to a more advantageous position.

At-Will ♦ Martial, Weapon

Standard Action **Ranged weapon**

Target: One creature

Special: Shift 1 square before or after you attack

Attack: +6 vs. AC

Hit: 1d10 + 4 damage.

Encounter Powers

Fey Step

Eladrin Racial Power

With a step, you vanish from one place and appear in another.

Encounter ♦ Teleportation

Move Action **Personal**

Effect: Teleport up to 5 squares.

Fox’s Cunning

Ranger Attack 1

Using the momentum from your enemy’s blow to fall back or slip to one side, you make a sudden retaliatory attack as he stumbles to regain his composure.

Encounter ♦ Martial, Weapon

Immediate Reaction **Melee or Ranged weapon**

Trigger: An enemy makes a melee attack against you

Attack: You can shift 1 square, then make a basic attack against the enemy.

Special: Gain a +2 power bonus to your basic attack roll.

Daily Power

Split the Tree

Ranger Attack 1

You fire two arrows at once, which separate in mid-flight to strike two different targets.

Daily ♦ Martial, Weapon

Standard Action **Ranged weapon**

Targets: Two creatures within 3 squares of each other

Attack: +6 vs. AC. Make two attack rolls, take the better result, and apply it to both targets.

Hit: 2d10 + 4 damage.