



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 | SECOND WIND | <input type="checkbox"/> |
| BLOODIED | 11 | HEALING SURGES/DAY | 6 | (Use second wind up to 1/encounter) | |

| | | | | | |
|---------------------------|--|--|---------------------------|--|--|
| <i>Current Hit Points</i> | | | <i>Current Surge Uses</i> | | |
|---------------------------|--|--|---------------------------|--|--|

| 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.