



# 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)	

Current Hit Points		Current Surge Uses	
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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:** +10 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.