

MAKAYLA, ELF RANGER

HIT
POINTS

24

BLOODIED 12

HEALING SURGES 7 (6 hp)

INITIATIVE +4

ACTION POINTS

□□□□□□□□

BASIC ATTACKS

- Ⓜ Scimitar: +3 vs. AC; 1d8+1 damage.
- Ⓜ Longbow: +6 vs. AC; 1d10+4 damage.

DEFENSES

ARMOR CLASS	16
FORTITUDE	13
REFLEX	16
WILL	12

RACIAL TRAITS

Height: 5'07" **Weight:** 110 **Size:** Medium
Speed: 7 squares **Vision:** Low-light
Languages: Common, Elven **Alignment:** Good
Fey Origin: Your ancestors were native to Arcadia, so you are considered a fey creature for the purpose of effects that relate to creature origin.
Group Awareness: You grant non-elf allies within 5 squares of you a +1 racial bonus to Perception checks.
Wild Step: You ignore difficult terrain when you shift (even if you have a power that allows you to shift multiple squares).

CLASS FEATURES

Hunter's Quarry: Once per turn as a minor action, you can designate the enemy nearest to you as your quarry.
Once per round, you deal 1d6 extra damage to your quarry. 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.
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.
Prime Shot: If none of your allies are nearer to your target than you are, you receive a +1 bonus to ranged attack rolls against that target.

AT-WILL POWERS

Nimble StrikeRanger 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 ActionMelee or Ranged weapon

Target: One creature

Special: Shift 1 square before or after you attack.

Attack: +3 vs. AC (melee) or +6 vs. AC (ranged)

Hit: 1d8+4 damage (melee) or 1d10+4 damage (ranged).

Twin StrikeRanger Attack 1

If the first attack doesn't kill it, the second one might.

At-Will ♦ Martial, Weapon

Standard ActionMelee or Ranged weapon

Requirement: You must be wielding two melee weapons or a ranged weapon.

Targets: One or two creatures

Attack: +3 vs. AC (melee), two attacks or +6 vs. AC (ranged), two attacks

Hit: 1d8 damage per attack (melee) or 1d10 damage per attack (ranged).

ENCOUNTER POWERS

Elven AccuracyElf Racial Power

With an instant of focus, you take careful aim at your foe and strike with the legendary accuracy of the elves.

Encounter

Free ActionPersonal

Effect: Reroll an attack roll. Use the second roll, even if it's lower.

Singular ShotRanger Attack 1

You single out a foe for a deadly attack.

Encounter ♦ Martial, Weapon

Standard ActionRanged weapon

Target: One creature

Attack: +6 vs. AC

Hit: 2d10+4 damage. If no creatures are adjacent to the target, the attack deals 3 extra damage.

DAILY POWERS

Hunt's EndRanger Attack 1

You carefully focus to make your attack spell your target's end.

Daily ♦ Martial, Weapon

Standard ActionMelee or Ranged weapon

Target: One bloodied creature

Attack: +3 vs. AC (melee) or +6 vs. AC (ranged). If the target is your quarry, the attack can score a critical hit on a roll of 19-20.

Hit: 3d8+1 damage (melee) or 3d10+4 damage (ranged).

Miss: Half damage.

Ability Score	Check Modifier	Ability Score	Check Modifier
Str 13	+1	Int 11	+0
Dex 18	+4	Wis 16	+3
Con 12	+1	Cha 10	+0

Skills (Ability)	Trained?	Modifier
Acrobatics (Dex)		+4
Arcana (Int)		+0
Athletics (Str)	Yes	+6
Bluff (Cha)		+0
Diplomacy (Cha)		+0
Dungeoneering (Wis)		+3
Endurance (Con)	Yes	+6
Heal (Wis)	Yes	+7
History (Int)		+0
Insight (Wis)		+3
Intimidate (Cha)		+0
Nature (Wis)	Yes	+10
Perception (Wis)	Yes	+12
Religion (Int)		+0
Stealth (Dex)	Yes	+9
Streetwise (Cha)		+0
Thievery (Dex)		+4

FEATS

Alertness: You don't grant enemies combat advantage during surprise rounds. You also gain a +2 feat bonus to Perception.
Defensive Mobility: You gain a +2 bonus to AC against opportunity attacks.

GEAR

Armor: Leather armor.
Melee Weapon: Scimitars.
Ranged Weapon: Longbow.
Adventuring Gear: Backpack, bedroll, flint and steel, belt pouch, hempen rope (50 ft.), waterskin.
Gold: 8 gp, 9 sp.