

# Theren Leafcloak

Sex: Male Age: 56 Race: Elf Class: Ranger Level: 1  
 Alignment: Unaligned Size: Medium Deity: Melora  
 Languages: Common, Elven Exp: \_\_\_\_\_

Strength: 14 Armor Class: 16 (18 vs. OA)  
 Constitution: 12 Fortitude Defense: 13  
 Dexterity: 18 Reflex Defense: 15  
 Intelligence: 11 Will Defense: 13  
 Wisdom: 16 Initiative: +4  
 Charisma: 8 Speed: 7

Hit Points: 24 healing Surge hP healed: 6  
 Bloodied: 12 healing Surge/Day: ☐☐☐☐☐☐☐☐



Saving Throw: 10

<i>Basic Attacks</i>	<i>Attack Bonus</i>	<i>Damage</i>	<i>Range</i>	<i>Properties</i>
Longsword	+5	1d8+2	Melee	Versatile
Longbow	+6	1d10+4	20/40	Load (Free)

<i>At Will Powers</i>	<i>Weapon</i>	<i>Action</i>	<i>Attack Bonus</i>	<i>Damage</i>	<i>Range</i>
Twin Strike	Longbow	Standard	+5 vs. AC (x2)	1d10	20/40
Effects: Make two attacks against one or two opponents.					
Nimble Strike	Longbow	Standard	+5 vs. AC	1d10+4	20/40
Effects: Shift 1 square before or after you attack.					

<i>Encounter Powers</i>	<i>Weapon</i>	<i>Action</i>	<i>Attack Bonus</i>	<i>Damage</i>	<i>Range</i>
Fox's Cunning	Longbow	Immediate Reaction	+8 vs. AC	1d10+4	20/40
Trigger: An enemy makes a melee attack against you.					
Effects: You can shift 1 square, and then make a basic attack against the enemy.					

<i>Daily Powers</i>	<i>Weapon</i>	<i>Action</i>	<i>Attack Bonus</i>	<i>Damage</i>	<i>Range</i>
Split the Tree	Longbow	Standard	+5 vs. AC (x2, take best)	2d10+4	20/40
Target: Two creatures within 3 squares of each other.					
Effects: Make one attack rolls against two targets. Roll twice, take best result and apply to both targets.					

## POWERS

### Known At Will Powers

Twin Strike

Nimble Strike

### Known Encounter Powers

☐ Elven Accuracy

☐ Fox's Cunning

### Known Daily Powers

☐ Split the Tree

### Known Utility Powers

None

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## FEATS

### Defensive Mobility

**Benefit:** You gain a +2 bonus to AC against opportunity attacks.

### Lethal Hunter [Ranger]

**Benefit:** The extra damage dice from your Hunter's Quarry class feature increase from d6s to d8s.

## Race and Class Features

**Vision:** Low-Light

**Elven Weapon Proficiency:** You gain proficiency with the longbow and the shortbow.

**Fey Origin:** Your ancestors were native to the Feywild, 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).

**Elven Accuracy:** You can use *elven accuracy* as an encounter power.

**Armor Proficiencies:** Cloth, leather, hide

**Weapon Proficiencies:** Simple melee, military melee, simple ranged, military ranged

**Archer Fighting Style:** Because of your focus on ranged attacks, you gain Defensive Mobility as a bonus feat.

**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 extra damage to your quarry. The extra damage is 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.

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.

1st-10th +1d6, 11th-20th +2d6, 21st-30th +3d6

**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.

## SKILLS

Skill	Trained?	Total
Passive Insight		13
Passive Perception		20
Acrobatics (Dex)*	Yes	+9
Arcana (Int)		+0
Athletics (Str)*	Yes	+7
Bluff (Cha)		-1
Diplomacy (Cha)		-1
Dungeoneering (Wis)		+3
Endurance (Con)*		+1
Heal (Wis)		+3
History (Int)		+0
Insight (Wis)		+3
Intimidate (Cha)		-1
Nature (Wis)	Yes	+10
Perception (Wis)	Yes	+10
Religion (Int)		+0
Stealth (Dex)*	Yes	+9
Streetwise (Cha)		-1
Thievery (Dex)*		+4

\*Armor penalties apply.

## Equipment / Treasure

Longbow, Longsword, Dagger x2, Leather Armor, Backpack, Bedroll, Flint & Steel, Belt Pouch x 2, Sunrod x 2, Trail Rations (10 days), Pitons x 5, Rope w/ Grappling Hook

CP: GP: 19  
SP: PP:

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## At Will Powers

### Twin Strike

Ranger Attack 1

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

**At-Will ♦ Martial, Weapon**

**Standard Action** Melee or Ranged weapon

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

**Targets:** One or two creatures

**Attack:** Strength vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged), two attacks

**Hit:** 1[W] damage per attack.

Increase damage to 2[W] at 21st level.

### 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:** Dexterity vs. AC

**Hit:** 1[W] + Dexterity modifier damage.

Increase damage to 2[W] + Dexterity modifier at 21st level.

## Encounter Powers

### Elven Accuracy

Elf 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 Action** Personal

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

### 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, and then make a basic attack against the enemy.

**Special:** Gain a power bonus to your basic attack roll equal to your Wisdom modifier.

## Daily Powers

### 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:** Dexterity vs. AC. Make two attack rolls, take the higher result, and apply it to both targets.

**Hit:** 2[W] + Dexterity modifier damage.

## Utility Powers

None