

Castri

Elf Ranger (Marauder, Striker) – Gladiator

Level 2 XP 1,000 (Next Level at 2,250)

Player:

RPGA/DCI Number:

DM:

Abilities			Defenses	Movement
18	Str	+5	Fortitude	Initiative
11	Con	+1	16	+8
16	Dex	+4	Reflex	Speed
10	Int	+1	16	8
12	Wis	+2	Will	Special Movement
8	Cha	+0	12	
			AC	Action Points
			18	

Condition

HP	Bloodied	Surge Value	Surges per Day
28	14	7	6
Current HP			Surges Used

Temp HP

Current Conditions & Effects

Saving Throws

Resistances

Senses

Passive	Passive	Vision	Languages
Insight	Perception	Low-light	Common
12	12		Elven
Special Senses			

Racial Traits

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.

Class Features

Armor Proficiencies: cloth, leather, hide

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

Marauder Fighting Style: You gain Two-Weapon Defense as a bonus feat, even if you don't meet the prerequisites. In addition, you gain a +1 bonus to speed while you aren't using a shield or a two-handed weapon.

Hunter's Quarry: Once per turn you can use your *Hunter's Quarry* power.

Running Attack: If you use a standard action that lets you move (such as a charge or the *Skirmish Shot* power), and you end that movement at least 2 squares away from where you began that move, you gain a +1 bonus to attack rolls made as part of that standard action.



Skills

Acrobatics	+8
Arcana	+1
Athletics	+4
Bluff	+0
Diplomacy	+0
Dungeoneering	+7
Endurance	+5
Heal	+2
History	+1
Insight	+2
Intimidate	+0
Nature	+7
Perception	+2
Religion	+1
Stealth	+8
Streetwise	+0
Thievery	+3

Action Index

Move:

Invigorating Stride

Minor:

Hunter's Quarry

Standard:

Disrupting Advance

Isolation Strike

Precise Assault

Throw and Stab

Twin Strike

Immediate:

Free:

Elven Accuracy

Feats

Improved Initiative: You get a +4 feat bonus to initiative checks.

Two-Weapon Defense: While holding a melee weapon in each hand, you gain a +1 shield bonus to AC and Reflex.

Two-Weapon Fighting: While holding a melee weapon in each hand, you gain a +1 bonus to damage rolls with your main weapon.

Gear

Armor:

hide

(+3;-1;-;light)

Weapons:

bone carrikal

(+2;1d8;-;axe;brutal-2)

flint dagger (2)

(+2;1d4;5/10;light-

blade;off-hand, light-

thrown)

Implements:

Other:

Magic Items:

Treasure:

Castri

Player:

Appearance & Mannerisms

Size	Sex	Height	Weight	Age
Medium	Male			

Alignment	Deity
Unaligned	

Notes

Castri is slender and short, with nearly black skin baked from the sun-drenched arena. His armor is an amalgam of hides, presumably from the creatures he's defeated in his arena fights. His two weapons, a blood-caked carrikal axe and a razor-sharp flint dagger, provide a balanced yet aggressive arsenal to fall his prey.

Personality

Social Interactions	Decision Points	Dire Straights
Callous	Brusque	Opportunistic

Background

Growing up in the Warrens of Tyr was difficult. Each day was a fight for survival, stalking the streets at night with the elven gangs for quick and easy marks. That's how it was until you found your true calling in the arena as a gladiator. Unfortunately, your luck turned against you. Beaten to within an inch of your life, you were tossed from the city like a pile of rubbish. But that wasn't the end for you. An opportunistic slaver picked up your broken, dehydrated body and mended you, probably seeking a quick profit.

Companions and Allies

Campaign & Session Log

Player:

Basic Attacks

⚔ Carrikal (standard; at-will) – Weapon

You resort to the simple attack you learned when you first picked up a melee weapon.

Melee 1 (one creature): +8 vs. AC

Hit: 1d8 + 5 damage.

Special: Brutal 2 (When rolling the weapon's damage, reroll any die that displays a value equal to or lower than the brutal value given for the weapon. Reroll the die until the value shown exceeds the weapon's brutal value, and then use the new value.)

⚔ Dagger (standard; at-will) – Weapon

You resort to the simple attack you learned when you first picked up a melee weapon.

Melee 1 (one creature): +9 vs. AC

Hit: 1d4 + 5 damage.

🏹 Dagger (standard; at-will) – Weapon

You resort to the simple attack you learned when you first picked up a ranged weapon.

Ranged 5/10 (one creature): +8 vs. Reflex

Hit: 1d4 + 4 damage.

At-Will

Hunter's Quarry (minor; at-will) –

Effect: You can designate the nearest enemy to you that you can see as your quarry.

Once per round, when you hit your quarry with an attack, the attack deals 1d6 extra damage. 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. If you have dealt *Hunter's Quarry* damage since the start of your turn, you cannot deal it again until the start of your next turn.

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.

🏹 Throw and Stab (standard; at-will) – Martial, Weapon

You fling a weapon at one foe and then charge another enemy.

Requirement: You must be wielding both a thrown weapon and a melee weapon.

Ranged 5/10 (one creature): +8 vs. AC

Hit: 1d4 + 1 damage.

Effect: You move up to your speed and make a melee basic attack against a creature other than the target.

🏹 Twin Strike (standard; at-will) – Martial, Weapon

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

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

Melee or Ranged weapon (one or two creatures): +8 or +9 vs.

AC (melee carrikal or dagger) or +8 vs. AC (ranged dagger), two attacks.

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

Encounter

⚔ Disrupting Advance (standard; encounter) – Martial, Weapon

With an attack followed by a violent shove, your enemy flies backward. As it flails for balance, it loses its footing and stumbles into the creatures around it.

Melee weapon (one creature): +8 or +9 vs. AC (melee carrikal or dagger)

Hit: 2[W] + 5 damage and you push the target 2 squares. The target and each enemy adjacent to the target at the end of the push are slowed until the end of your next turn.

Elven Accuracy (free; encounter) –

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

Personal

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

⚔ Precise Assault (standard; encounter) – Martial, Weapon

You see an opening in an enemy's defense, and you break off your current attack to take advantage of the weakness.

Melee weapon (one creature): +10 or +11 vs. AC (melee carrikal or dagger)

Effect: Before the attack, you move your speed. You don't provoke opportunity attacks for leaving a square at the start of this movement.

Hit: 2[W] + 5 damage.

Daily

⚔ Isolation Strike (standard; daily) – Martial, Weapon

Your flurry of attacks knocks your opponents back, allowing you to focus on a single foe.

Melee weapon (one or two creatures): +8 or +9 vs. AC (melee carrikal or dagger)

Hit: 2[W] + 5 damage. If the target is not your quarry, you can push it 1 square.

Miss: Half damage.

Utility

Invigorating Stride (move; encounter) – Healing, Martial

You back away from danger and catch your breath.

Personal

Effect: You shift 1 square and must not end the shift adjacent to any enemy. You can use your second wind.

Magic Items