



# RIARDON BRIGHTVALE

## MALE ELADRIN RANGER



LEVEL 1 GOOD

"I never lose my quarry."

Ability Score	Value	Modifier		
<b>STRENGTH</b>	14	+2	<b>ARMOR CLASS</b>	17
<b>CONSTITUTION</b>	11	+0	<b>FORTITUDE DEFENSE</b>	13
<b>DEXTERITY</b>	18	+4	<b>REFLEX DEFENSE</b>	15
<b>INTELLIGENCE</b>	12	+1	<b>WILL DEFENSE</b>	13
<b>WISDOM</b>	14	+2	<b>INITIATIVE</b>	+4
<b>CHARISMA</b>	10	+0	<b>SPEED (SQUARES)</b>	6

<b>HIT POINTS</b>	23	<b>HEALING SURGE HP HEALED</b>	5	<b>SECOND WIND</b>	<input type="checkbox"/>
<b>BLOODIED</b>	11	<b>HEALING SURGES/DAY</b>	6	(Use second wind up to 1/encounter)	

Current Hit Points

Current Surge Uses

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 + 4 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.