Dungeons & Dragons,

Character Sheet

							GU			Pi	Player Name			
Marc				_[14		nger	Sharpshoote	er					47,000
	er Name If	Madh			Level	Clas	SS	Paragon Path			Epic Destiny		Total X	(P
Half-El Race	11	<u>Mediu</u> Size	m	Age	Ge	nder	Height Weight	Alignment	Deity		Adventuring Company		RPGA Nu	umber
	TN		TIVE	ge				ENSES			MOVEN	1ENT		
SCORE			1/2 LVL			MISC		R/			SCORE	BASE ARM	OR ITEM	MISC
17	Initiative	6	7			4	DEFENSE1/2 LVLABIL29AC179	CLASS FEAT	A S S S S S S S S S S S S S S S S S S S	MISC	6 Speed (Squares)	6		
CONDITI	ONAL MODIFIERS								5		SPECIAL MOVEMENT			
							CONDITIONAL BONUSES +2 AC against opportunity attacks			i				
SCO		ITY S	CORE ABIL MOD		OD + 1/2 L	VL	10 +			1	SENS SCORE PASSIVE SENSE	SES ba	SE CH	KILL BONUS
11	СТР	ן ן	0]	7	7	DEFENSE 1/2 LVL ABIL	CLASS FEAT	ENH MISC	MISC	23 Passive Insight		0 +	13
	Strength			1			20 FORT 17 2	1						~~
14	4 CON Constitution	1 T	2	[9		CONDITIONAL BONUSES			I	26 Passive Perceptio	n 1	0 +	16
		- R		1		_	10 +				SPECIAL SENSES Low-light Vision			
22	2 DEX Dexterity	1 「	6		13		24 REF 17 6	CLASS FEAT	Enn MISC		-			
	Dexterity INT	i P		1	-	7	CONDITIONAL BONUSES	<u> </u>						
	INI Intelligence	ı L	U	1	7		DONOSES				ABILITY: Ranged Basic Attack - ATT BONUS 1/2 LVL ABIL CLA			
 		1 -		1		7	10 + DEFENSE 1/2 LVL ABIL	CLASS FEAT	ENH MISC		$\begin{array}{c c} \text{ATT BONUS} & 1/2 \text{ LVL ABIL CLA} \\ + 19 & 7 & 6 \end{array}$		FEAT ENF	
L 18	B WIS Wisdom	1 L	4	1	11		(21) WILL 17 4				ABILITY: Ranged Basic Attack -			
	СНА	ן ו	0	1	7	٦	CONDITIONAL BONUSES	h			ATT BONUS 1/2 LVL ABIL CLA		FEAT ENH	н мізс
	Charisma		~	1						I	+ 16 7 6	2	$\mathbf{\Gamma}$	1
		Τ ΡΟΙ					ACTIO	N POINTS						
	X HP	<u>ED _ 5</u>	HEA SURGE VAL		SURGES		Action Points	MILESTONES 0 1	ACTION POI 1 2					
9	91 45		22		8		ADDITIONAL EFFECTS FOR SPENDING	ACTION POINTS	2 3		ABILITY: Ranged Basic Attack -	Lightning I BIL FEAT		
CURREN	1/2 HF T HIT POINTS	<u>н</u>	1/4 HP		RENT SUR	GE USES	-					6	3	4
1				ļ			RACE	EATURES			ABILITY: Ranged Basic Attack -			
1			ļ	ļ			Dilettante - Choose at-will	power from oth	ier class; use		DAMAGE A		ENH MIS	C MISC
	SECOND WIND	1/ENCOU	JNTER		USED		encounter power.				1d10+10	6		4
TEMPOR	RARY HIT POINTS						Dual Heritage - Count as e	lf, half-elf, and	human for			TACKS		
		IDAM					choosing feats.				ATTACK DEFENSE WEAPO	N OR POWER		DAMAGE
SAVING	DEATH SAVING TH THROW MODS	nkow Fa	ULURES				Group Diplomacy - Allies v	vithin 10 get +1	1 to Diplomac	cy.	19 vs AC Lightning Lo			Ld10+13
	NGEG										16 vs AC Longbow	-		Ld10+10
RESISTA	ANCES													
CURREN	IT CONDITIONS AND EFF	FECTS					1				10 vs AC Longsword			1d8
<u>L</u>											7 vs AC Unarmed (M	elee)		1d4
		SKILL					CLASS / PATH /	DESTINY	FEATURE	S				
BONUS	SKILL NAME		ABIL MOD + 1/2 LVL		ARMOR PENALTY	MISC	Fighting Style - Choose Are				FEA	TS		
17	Acrobatics	DEX	13	5	-1		Fighting Style.				Defensive Mobility - +2 to AC	against op	portunity	attacks
7	Arcana	INT	7	0	n/a	_	Archer Fighting Style	- Gain Defensiv	/e Mobility as	а	Action Surge - +3 to attacks w	'hen you sp	end an a	ction
11	Athletics	STR	7	5	-1		bonus feat.				point]
7				0	n/a		Hunter's Quarry - Minor ad	tion, designate	e nearest ener	my	Weapon Expertise (Bow) - G	ain bonus t	o attack r	olls with
9	Bluff	CHA				2	you see as quarry; deal extra	a damage to qu	arry once pe	r	Bows.]
	Diplomacy	CHA	\mathbb{H}	0	n/a	2	round.				Brutal Accuracy - Hit with elve	n accuracy	reroll gai	ins extra
16	Dungeoneering	WIS	11	5	n/a		Prime Shot - If no allies are	e closer to targe	et than you, g	get	damage]
8	Endurance	CON	9	0	1		+1 on ranged attacks agains	t that target.			Weapon Focus (Bow) - Gain	+1 damage	per tier v	vith
11	Heal	WIS	11	0	n/a		Rapid-Fire Action - When	you spend actio	on point to ga	ain	Bows.]
7	History	INT	7	0	n/a		action, make ranged basic at	tack with bow	or crossbow		Lethal Hunter - Hunter's Quar	y damage o	dice incre	ase to
13	Insight	WIS	11	0	n/a	2	before or after the action			·	d8s			
7	Intimidate	СНА	7	0	n/a		Opportunity Fire - Use boy	v or loaded cro	ssbow to mal	ke	Improved Initiative - +4 to in	itiative che	cks	
16	Nature	WIS	11	5	n/a		opportunity attacks; these at	tacks don't pro	voke opportu	inity	Point-Blank Shot - Ignore cov	er and cond	cealment	within 5
16			11	5	n/a		attacks	=	=		squares			
7	Perception	WIS	7	0							Seize the Moment - Gain com	bat advanta	ige over f	foe with
	Religion	INT			n/a		LANGUA	GES KNOW	/N		lower initiative			
12	Stealth	DEX	13	0	-1		Common, Elven, Dwarven				Bleeding Precision - Deal ong	oing 5 dam	age with	daily
7	Streetwise	CHA	7	0	n/a	_					ranger power]
12	Thievery	DEX	13	0	-1]
1.														

Marc

POWER INDEX	MAGIC ITEM INDEX	CHARACTER PORTRAIT	
<i>List your powers below.</i> <i>Check the box when the power is used.</i> <i>Clear the box when the power renews.</i>	<i>List your powers below.</i> <i>Check the box when the power is used.</i> <i>Clear the box when the power renews.</i>		
AT-WILL POWERS	MAGIC ITEMS	L	
Hunter's Quarry	WEAPON Lightning Longbow +3 (Two-Hands) (E)	l î	
Careful Attack	WEAPON		
Nimble Strike	WEAPON		
	ARMOR Change Magners Linda Armony (2)(5)		
	ARMOR Chaos Weave Hide Armor +3 (E)		
	ARMS Bracers of Archery (heroic tier) (E) FEET Goblin Stompers (heroic tier) (E)		
ENCOUNTER POWERS Reaping Strike	HANDS Sure Shot Gloves (heroic tier) (E)		
Thundertusk Boar Strike			
Hawk's Talon	NECK Ornament of Alertness +3	ti l	
Stab and Shoot			
Nimble Defense			
	WAIST Backbone Belt (paragon tier) (E)	PERSONALITY TRAITS	
DAILY POWERS			
Split the Tree			
Excruciating Shot			
Attacks on the Run			
[
[
]		MANNERISMS AND APPEARANCE	
UTILITY POWERS			
Crucial Advice			
Skilled Companion			
Open the Range			
Perfect Aim [
[Daily Item Powers Per Day		
[Heroic (1-10) Milestone / / /	CHARACTER BACKGROUND	
[Paragon (11-20) Milestone /		
[Epic (21-30) Image: Milestone / Image: Milestone <th image:="" milestone<="" th=""> / Image: Miles</th>	/ Image: Miles	
OTHER EQUIPMENT	RITUALS / ALCHEMY		
Hide Armor			
Longbow			
Longsword (2)			
Adventurer's Kit		COMPANIONS AND ALLIES	
		SESSION AND CAMPAIGN NOTES	
COINS AND OTHER WEALTH Money on hand: 2 pp			
Stored money:			
Encumbrance: 97 lb. / 110 lb.			

Marc				Second		
PLAYER NAME				KEYWORDS		
RACE Half-Elf	LEVEL 14			Standard	+ 7	Personal
			WIIII	ACTION	vs ₩	RANGE Self
	29			АТТАСК	DEFENSE	TARGET
91 <u>14</u> CON	ort					aling surge and regain 22 bonus to all defenses until
	20	AC			of your next t	
(6) 11 INT R	ef	PO	TRIT			
Init 18 WIS	24		TI OT			
(+17) W	/111					
	21	*	The second second			
23 Passive Insight 26 Passive Percept			and the second s	ADDITIONAL EFFE	ECTS	
Insight Percep	lion					
				CLASS		LEVEL BOOK PH
	PAGONS ®	ENCOUNTER SPECIAL	DUNGEONS & DRAGONS ®	ENCOUNT	ER ACTION	DUNGEONS & DRAGON
Hunter's Quarry		Careful Attack		Nimble	Strike	
KEYWORDS	USED	KEYWORDS Martial, Weapon	USED	KEYWORDS Mai	rtial, Weapon	1
Minor + 7		Standard * + * 🕅	Melee or Ranged weapon	Standard	+ * 7	Ranged weapon
ACTION 🤄 👯 RANGE		ACTION 😽 🔆	RANGE	ACTION	* *	RANGE
ATTACK DEFENSE TARGE	T	21 vs AC ATTACK DEFENSE	One creature TARGET	19 ATTACK	vs AC DEFENSE	One creature
You can designate the nearest enemy to you that you can see Once per round, when you hit your quarry with an attack, the	e as your quarry.	Requirement: You must	-			before or after you attack
extra damage based on your level. The extra damage is based you can make multiple attacks in a round, you decide which a	d on your level. If 🚺	weapons or a ranged we $Attack$: Strength ± 2 vs	eapon. AC (melee) or Dexterity + 2		exterity vs. A	
extra damage to after all the attacks are rolled. If you have de Quarry damage since the start of your turn, you cannot deal it	ealt Hunter's t again until the	vs. AC (ranged).				modifier (+6) damage. [W] + Dexterity modifier
start of your next turn. The hunter's quarry effect remains active until the end of the			e) or 1[W] damage (ranged). /] (melee) or 2[W] (ranged)	(+6) at 2	1st level.	
the quarry is defeated, or until you designate a different targe	et as your quarry.	at 21st level.			Longbow +3	: +19 attack, 1d10+13
You can designate one enemy as your quarry at a time. Level : Hunter's Quarry Extra Damage 1st-10th : +1d6		Lightning Longbow +3:	+21 attack, 1d10+7 damage	damage		
11th-20th : +2d6 21st-30th : +3d6						
ADDITIONAL EFFECTS		ADDITIONAL EFFECTS +2d8 to damage once per ro	ound (Hunter's Ouarry)	ADDITIONAL EFFE +2d8 to dat		ound (Hunter's Quarry)
		+1 to attack rolls if none of y	your allies are closer to the target - F k was gained by spending an action	+1 to attac	k rolls if none of	your allies are closer to the targe
						ck was gained by spending an a
CLASS LEVEL * BOOK	PHC	CLASS Ranger	LEVEL 1 BOOK PH	CLASS Ranger		LEVEL 1 BOOK PH
CLASS LEVEL * BOOK			DUNCEONS & DRAGONS ®			
	DRAGONS ®		DUNCEONS & DRACONS ®		POWER	LEVEL 1 BOOK PH
AT-WILL POWER DUNGEONS & D	RAGONS ®	AT-WILL POWER	DUNCEONS & DRACONS ®	AT-WILL Hawk's	POWER	LEVEL 1 BOOK PH
AT-WILL POWER DUNCEONS & D Reaping Strike KEYWORDS Martial, Weapon Standard * # 37 Melee wea	USED I	AT-WILL POWER Thundertusk Boar S KEYWORDS Martial, Weapon Standard	Dungeons & Dragons ® Strike	AT-WILL Hawk's	power Talon	LEVEL 1 BOOK PH
AT-WILL POWER DUNCEONS & Reaping Strike KEYWORDS Martial, Weapon Standard * * * * * * Melee wea ACTION * * * * * * * * * * * * * * * * * * *	USED I	AT-WILL POWER Thundertusk Boar S KEYWORDS Martial, Weapon Standard ACTION	DUNCEONS & DRACONS (8) Strike USED Melee or Ranged weapon RANGE	AT-WILL Hawk's KEYWORDS Main Standard ACTION	POWER Talon rtial, Weapon * 1 * 7 & *	LEVEL 1 BOOK PH DUNCEONS DPACON Melee or Ranged weapon RANGE
AT-WILL POWER DUNCEONS & COMPARING Strike	USED USED I	AT-WILL POWER Thundertusk Boar S KEYWORDS Martial, Weapon Standard * * * * * ACTION * AC	DUNCEONS & DRACONS (8) Strike USED Melee or Ranged weapon RANGE One or two creatures	AT-WILL Hawk's Keywords Mair Standard ACTION 19	POWER Talon rtial, Weapon * 4 * 7 & * * 4	LEVEL 1 900K PH DUNCEONS & DPAGON Melee or Ranged weapon RANGE One creature
AT-WILL POWER DUNCEONS & Reaping Strike KEYWORDS Martial, Weapon Standard * * * * * * * * * * * * * * * * * *	USED I BOON E LURE T	AT-WILL POWER Thundertusk Boar S KEYWORDS Martial, Weapon Standard * * * ? ACTION * AC ATTACK DEFENSE Requirement: You must be	DUNCEONS & DRACONS (8) Strike USED Melee or Ranged weapon RANGE	AT-WILL Hawk's Kerwords Mair Standard ACTION 19 ATTACK Attack: St	POWER Talon rtial, Weapon * 4 * 7 & 7 * 7 &	LEVEL 1 BOOK PH DUNCEONS DPACON Melee or Ranged weapon RANGE One creature TARGET (melee) or Dexterity vs. AC
AT-WILL POWER DUNCEONS (CONS) Reaping Strike KEYWORDS Martial, Weapon Standard * * * * * Melee wea ACTION * AC One creat ATTACK DEFENSE TARGE Attack: Strength vs. AC Hit: 1[W] + Strength modifier (+0) dam	USED I apon E ture T hage.	AT-WILL POWER Thundertusk Boar S KEYWORDS Martial, Weapon Standard ACTION 19 VS AC ATTACK DEFENSE Requirement: You must be a ranged weapon.	DUNCEONS & DRACONS (8) Strike USED Melee or Ranged weapon RANGE One or two creatures TARGET	AT-WILL Hawk's Kerwords Mair Standard ACTION 19 ATTACK Attack: St (ranged).	POWER Talon rtial, Weapon * 4 * 7 * 4 * 7 * 4 * 7 * 7 * 7 * 7 * 7 * 7 * 7 * 7 * 7 * 7	LEVEL 1 BOOK PH DUNCEONS DAGON Melee or Ranged weapon RANGE One creature TARGET (melee) or Dexterity vs. AC bonus to this attack equal
AT-WILL POWER Reaping Strike KEYWORDS Martial, Weapon Standard * * * * * * * * * * * * * * * * * *	USED USED I apon E cure T age. odifier (+0)	AT-WILL POWER Thundertusk Boar S KERWORDS Martial, Weapon Standard ACTION 19 vs AC ATTACK DEFENSE Requirement: You must be a ranged weapon. Attack: Strength vs. AC (me weapon) or Dexterity vs. AC	Strike USED Melee or Ranged weapon RANGE One or two creatures TARGET wielding two melee weapons or elee; main weapon and off-hand C (ranged), two attacks	AT-WILL Hawk's Keywords Mar Standard ACTION 19 ATTACK Attack: St (ranged). your Wisd from cover	POWER Talon rtial, Weapon * 4 * 7 * 2 * 2 * 2 * 2 * 2 * 2 * 2 * 2 * 2 * 2	LEVEL 1 BOOK PH DUNCEONS DPACON Melee or Ranged weapon RANGE One creature TARGET (melee) or Dexterity vs. AC
AT-WILL POWER DUNCEONS & C Reaping Strike Standard * * * * * * Melee wea ACTION * AC One creat ATTACK DEFENSE TARGE Attack: Strength vs. AC Hit: 1[W] + Strength modifier (+0) damage Increase damage to 2[W] + Strength modifier (+0) damaget Attack: Strength modifier (+0) damaget	apon E age. odifier (+0) ge. If	AT-WILL POWER Thundertusk Boar S KEYWORDS Martial, Weapon Standard ACTION 19 vs AC ATTACK DEFENSE Requirement: You must be a ranged weapon. Attack: Strength vs. AC (me weapon) or Dexterity vs. AM Hit: 1[W] + Strength modif + Dexterity modifier (+6) d	DUNCEONS (DPACONS (E)) Strike USED Melee or Ranged weapon RANGE One or two creatures TARGET wielding two melee weapons or elee; main weapon and off-hand C (ranged), two attacks ier (+0) damage (melee) or 1[W] iamage (ranged) per attack. With	AT-WILL Hawk's Kerwords Mai Standard ACTION 19 ATTACK Attack: St (ranged). your Wisd from cove total conc	POWER Talon rtial, Weapon * 1 * 7 * 2 * 2 * 4 * 2 * 2 * 2 * 2 * 2 * 2 * 2 * 2 * 2 * 2	Melee or Ranged weapon RANGE One creature TARGET (melee) or Dexterity vs. AC bonus to this attack equal +4). Ignore any penalties ent (but not superior cover
AT-WILL POWER Reaping Strike KETWORDS Martial, Weapon Standard ACTION Standard ACTION Standard ATTACK DEFENSE TARGE ATTACK DEFENSE TARGE Attack: Strength vs. AC Hit: 1[W] + Strength modifier (+0) dam Increase damage to 2[W] + Strength mod at 21st level. Miss: Half Strength modifier (+0) damag you're wielding a two-handed weapon, y	apon E age. odifier (+0) ge. If (+0).	AT-WILL POWER Thundertusk Boar S KEYWORDS Martial, Weapon Standard ACTION 19 VS AC ATTACK DEFENSE Requirement: You must be a ranged weapon. Attack: Strength vs. AC (me weapon) or Dexterity vs. AA Hit: 1[W] + Strength modif + Dexterity modifier (+6) d each hit, you push the targ the same target, you push	Strike USED Melee or Ranged weapon RANGE One or two creatures TARGET wielding two melee weapons or elee; main weapon and off-hand C (ranged), two attacks ier (+0) damage (melee) or 1[W] lamage (ranged) per attack. With et 1 square. If both attacks hit the target a number of squares	AT-WILL Hawk's KEYWORDS Mai Standard ACTION 19 ATTACK Attack: St (ranged). your Wisd from cover total conce Hit: 2[W]	POWER Talon rtial, Weapon * * * * vs AC DEFENSE rength vs. AC Gain a power om modifier (: er or concealment). + Strength modifier (:	LEVEL 1 BOOK PH DUNCEONS DEACON Melee or Ranged weapon RANGE One creature TARGET (melee) or Dexterity vs. AC bonus to this attack equal +4). Ignore any penalties
AT-WILL POWER Reaping Strike KERWORDS Martial, Weapon Standard ACTION AC AC ACTION AC ACTI	used apon E cure T agge. odifier (+0) ge. If you deal c (+0).	AT-WILL POWER Thundertusk Boar S KERWORDS Martial, Weapon Standard ACTION 19 vs AC ATTACK DEFENSE Requirement: You must be a ranged weapon. Attack: Strength vs. AC (me weapon) or Dexterity vs. AC Hit: 1[W] + Strength modifier + Dexterity modifier (+6) de each hit, you push the targ the same target, you push the equal to 1 + your Wisdom of the Standard Standard St	Strike USED Melee or Ranged weapon RANGE One or two creatures TARGET wielding two melee weapons or elee; main weapon and off-hand C (ranged), two attacks ier (+0) damage (melee) or 1[W] lamage (ranged) per attack. With et 1 square. If both attacks hit the target a number of squares modifier (+4).	AT-WILL Hawk's KEYWORDS Mai Standard ACTION 19 ATTACK Attack: St (ranged). your Wisd from cover total conc Hit: 2[W] or 2[W] +	POWER Talon rtial, Weapon * * * * * * * * * * * * * * * *	Melee or Ranged weapon RANGE One creature TARGET (melee) or Dexterity vs. AC bonus to this attack equal f +4). Ignore any penalties ent (but not superior cover odifier (+0) damage (melee
AT-WILL POWER Reaping Strike KERWORDS Martial, Weapon Standard ACTION Standard ACTION Standard ACTION Standard ACTION Standard ACTION Standard ACTION AC AC AC AC AC AC AC AC AC A	used apon E cure T agge. odifier (+0) ge. If you deal c (+0).	AT-WILL POWER Thundertusk Boar S KERWORDS Martial, Weapon Standard ACTION 19 vs AC ATTACK DEFENSE Requirement: You must be a ranged weapon. Attack: Strength vs. AC (me weapon) or Dexterity vs. AC Hit: 1[W] + Strength modifier + Dexterity modifier (+6) de each hit, you push the targ the same target, you push the equal to 1 + your Wisdom of the Standard Standard St	Strike USED Melee or Ranged weapon RANGE One or two creatures TARGET wielding two melee weapons or elee; main weapon and off-hand C (ranged), two attacks ier (+0) damage (melee) or 1[W] lamage (ranged) per attack. With et 1 square. If both attacks hit the target a number of squares	AT-WILL Hawk's KEYWORDS Mai Standard ACTION 19 ATTACK Attack: St (ranged). your Wisd from cover total conc Hit: 2[W] or 2[W] +	POWER Talon rtial, Weapon * * * * * * * * * * * * * * * *	Melee or Ranged weapon RANGE One creature TARGET (melee) or Dexterity vs. AC bonus to this attack equal t +4). Ignore any penalties ent (but not superior cover odifier (+6) damage (meleed difier (+6) damage (ranged)
AT-WILL POWER Reaping Strike Reaping Strike KEYWORDS Martial, Weapon Standard ACTION VS AC One creat ATTACK DEFENSE TARGE ATTACK ATT	used used appon E T agge. odifier (+0) ge. If you deal (+0).	AT-WILL POWER Thundertusk Boar S KERWORDS Martial, Weapon Standard ACTION 19 VS AC ATTACK DEFENSE Requirement: You must be a ranged weapon. Attack: Strength vs. AC (me weapon) or Dexterity vs. A(Hit: 1[W] + Strength modifier + Dexterity modifier (+6) d Hit: you push the targ the same target, you push i equal to 1 + your Wisdom f Lightning Longbow +3: +19	Strike USED Melee or Ranged weapon RANGE One or two creatures TARGET wielding two melee weapons or elee; main weapon and off-hand C (ranged), two attacks ier (+0) damage (melee) or 1[W] iamage (ranged) per attack. With et 1 square. If both attacks hit the target a number of squares modifier (+4). 9 attack, 1d10+13 damage	AT-WILL Hawk's KEYWORDS Mai Standard ACTION 19 ATTACK Attack: Sth (ranged). your Wisd from cove total conc Hit: 2[W] or 2[W] + Lightning	POWER Talon rtial, Weapon * * * * * vs AC DEFENSE rength vs. AC Gain a power lom modifier (: er or concealment). + Strength me Dexterity mo Longbow +3:	Melee or Ranged weapon RANGE One creature TARGET (melee) or Dexterity vs. AC bonus to this attack equal to +4). Ignore any penalties ent (but not superior cover odifier (+6) damage (meleed difier (+6) damage (meleed difier (+1) damage (meleed) (+1) dama
AT-WILL POWER DUNCEONS (1) Reaping Strike KEYWORDS Martial, Weapon Standard * * * * * Melee wea ACTION * AC One creat	used appon E urre T agge. odifier (+0) ge. If you deal (+0).	AT-WILL POWER Thundertusk Boar S KEYWORDS Martial, Weapon Standard ACTION 19 VS AC ATTACK DEFENSE Requirement: You must be a ranged weapon. Attack: Strength vs. AC (me weapon) or Dexterity vs. AA Hit: 1[W] + Strength modif + Dexterity modifier (+6) d each hit, you push the targ the same target, you push the equal to 1 + your Wisdom in Lightning Longbow +3: +19 ADDITIONAL EFFECTS +2d8 to damage once per ro +1 to attack rolls if none of y	DUNCEONS (DPACONS (E) Strike USED Melee or Ranged weapon RANGE One or two creatures TARGET wielding two melee weapons or elee; main weapon and off-hand C (ranged), two attacks ier (+0) damage (melee) or 1[W] lamage (ranged) per attack. With et 1 square. If both attacks hit the target a number of squares modifier (+4). 9 attack, 1d10+13 damage wound (Hunter's Quarry) your allies are closer to the target - F	AT-WILL Hawk's Keywords Mai Standard ACTION 19 ATTACK Attack: St (ranged). your Wisd from cove total conce Hit: 2[W] or 2[W] + Lightning	POWER Talon rtial, Weapon * * * * * vs AC DEFENSE rength vs. AC Gain a power lom modifier (. er or concealment). + Strength mo Dexterity mo Longbow +3: crs mage once per risk rolls if none of	Melee or Ranged weapon RANGE One creature TARGET (melee) or Dexterity vs. AC bonus to this attack equal t +4). Ignore any penalties ent (but not superior cover odifier (+6) damage (meleed difier (+6) damage (ranged +19 attack, 2d10+13 dama ound (Hunter's Quary) your allies are closer to the targ
AT-WILL POWER Reaping Strike Reaping Strike KEYWORDS Martial, Weapon Standard ACTION Standard * ACTION ACTION ACTION ACTION ACTION ACTION ACTION	used appon E cure T agge. odifier (+0) ge. If (+0).	AT-WILL POWER Thundertusk Boar S KEYWORDS Martial, Weapon Standard ACTION 19 VS AC ATTACK DEFENSE Requirement: You must be a ranged weapon. Attack: Strength vs. AC (me weapon) or Dexterity vs. AA Hit: 1[W] + Strength modif + Dexterity modifier (+6) d each hit, you push the targ the same target, you push the equal to 1 + your Wisdom in Lightning Longbow +3: +19 ADDITIONAL EFFECTS +2d8 to damage once per ro +1 to attack rolls if none of y	Strike USED Melee or Ranged weapon RANGE One or two creatures TARGET wielding two melee weapons or elee; main weapon and off-hand C (ranged), two attacks ier (+0) damage (melee) or 1[W] lamage (ranged) per attack. With et 1 square. If both attacks hit the target a number of squares modifier (+4). 9 attack, 1d10+13 damage unud (Hunter's Quary)	AT-WILL Hawk's Keywords Mai Standard ACTION 19 ATTACK Attack: St (ranged). your Wisd from cove total conce Hit: 2[W] or 2[W] + Lightning	POWER Talon rtial, Weapon * * * * * vs AC DEFENSE rength vs. AC Gain a power lom modifier (: er or concealment). + Strength me Dexterity mo Longbow +3: errs mage once per real k rolls if none of k rolls if none of	Melee or Ranged weapon RANGE One creature TARGET (melee) or Dexterity vs. AC bonus to this attack equal t +4). Ignore any penalties ent (but not superior cover odifier (+6) damage (melee difier (+6) damage (ranged +19 attack, 2d10+13 dama ound (Hunter's Quarry)

Stab and Shoot									Nimble Defense						Split the Tree								
KEYWORDS Martial, Weapon									KEYWORDS Martial, Weapon							KEYWORDS Martial, Weapon						USED	
Standard	*		7		Μ	1elee 1			andard	-	+	3	1	1elee we	apon		Standard		+ *		Rang	ged weapor	n
ACTION		4	-¥:			ANGE			CTION	-	\	- } }		RANG		_	ACTION	_		¥		RANGE	
	vs					e creatu	re			vs				One crea		_	19	vs	AC	_	Two creatures		quares of
ATTACK Requirem crossbow Hit: 1[W] the targe	nent: /.] + [et is (Dexte dazeo	musi rity n 1 unti	nodifie	elding r (+6)	dama	ige, and	I Att	eapons tack: S ind we	nent: s. Stren <u>c</u> apon	gth vs.), two	nust AC (attac		eapon a	o melee and off-		take the Hit: 2[W	Dexte high '] + [er resu Dexterit	AC It, a y n	C. Make two and apply it nodifier (+6	to both) damage	targets. e.
a secondary attack. Secondary Target: One creature other than the primary target in weapon range Secondary Attack: Dexterity vs. AC Hit: 2[W] + Dexterity modifier (+6) damage.								e att po mo	tack. If ower bo odifier	f you onus (+4)	hit wit to AC	th eit equa	her atta her atta l to 2 + nd of yo	ck, you your W	/isdom		damage	-	igdow -	+3:	+19 attack	, 2010+.	13
ADDITIONAL EFF	ECTS								DITIONAL EFF								+1 to atta +3 to atta	amage ck roll	s if none	of	ound (Hunter's your allies are o ck was gained l	closer to th by spending	
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Excrucia	atin	g Sł	ot					At	ttacks	s on	the R	lun					Crucial	Adv	vice				
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ATTACK		DEFE			T	ARGET			ТТАСК		DEFENS			TARG							range that y		
Attack: Dexterity vs. AC Hit: 3[W] + Dexterity modifier (+6) damage, and the target is weakened (save ends). Miss: Half damage, and the target is not weakened. Lightning Longbow +3: +19 attack, 3d10+13 damage						l yo wit wit Hit or pe Mit	Attack: You can move your speed. At any point during your move, you can make two Strength vs. AC attacks with a melee weapon or two Dexterity vs. AC attacks with a ranged weapon. Hit: 3[W] + Strength modifier (+0) damage (melee) or 3[W] + Dexterity modifier (+6) damage (ranged) per attack. Miss: Half damage per attack. Lightning Longbow +3: +19 attack, 3d10+13 damage						hear makes a skill check using a skill in which you're trained Effect: Grant the ally the ability to reroll the skill check, with a power bonus equal to your Wisdom modifier (+4).										
ADDITIONAL EFFI +2d8 to da +1 to attac +3 to attac	amage ck roll	s if no	ne of y	our allie	s are c	loser to		+2 t - F +1	to atta	amage ck rolls	s if none	e of yo		e closer	y) to the targ ending an a		ADDITIONAL EF	FECTS					
^{CLASS} Ranger	r			LEVE	^{iL} 5	BOOK PI	Ч	CLAS	^s Range	er			LEVEL 9	BOOK	PH		CLASS Range	er			LEVEL 2	^{воок} РН	
DAILY PO	OWE	R		DUNG	FONS	&D	AGONS	® DA	ILY PO	OWER	ર	L	UNGEO	NS &I	DRAGON	IS R	UTILITY		/ER		DUNGEON	S&DPA	CONS
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AT-WI	[LL		ENG	COUNTE	R	V DA	ILY		AT-W	ILL		ENCO	DUNTER	~	DAILY		AT-W	ILL	~	EN	COUNTER	DAIL	LY
Target: One ally Effect: Choose a skill in which you are trained but the target is not. Until the end of the encounter, the target gains a power bonus to checks with that skill equal to your Wisdom modifier (+4). The target must see or hear you to gain this bonus when making a check.							t Efi	Trigger: An enemy moves adjacent to you Effect: You can shift 1 square and then move a number of squares equal to 1 + your Wisdom modifier (+4). You can't end your move adjacent to the triggering enemy.						Requirement: You must be wielding a ranged weapon. Effect: Until the end of your next turn, your next ranged attack gains a power bonus to the attack and damage rolls equal to your Wisdom modifier (+4). If you move or take damage before making a ranged attack, the bonus is lost.									
								ADD	ITIONAL EFF	FECTS							ADDITIONAL EF	FECTS					
ADDITIONAL EFFI	ECTS																						
ADDITIONAL EFFI				LEVE	^L 6	воок Р	Ч	CLAS	^s Range	er			LEVEL 1) воок	РН	_	CLASS				LEVEL 12	BOOK MP	

Lightnin	ng Longbow +3		Chaos	Weave Hide Armor	+3	Ornament of Alertness +3				
BONUS PROPERTIES	+3 attack rolls and damag ENHANCEMENT	+3d6 lightning damage CRITICAL	BONUS PROPERTIES	+3 AC ENHANCEMENT	CRITICAL	BONUS		de, Reflex, and N	CRITICAL	
						ROPERTIES Gain an item bonus to Perception checks equal to the ornament's enhancement bonus.				
ACTION	KEYWORDS	USED	ACTION	KEYWORDS	USED	ACTION	KEYWORDS			USED
🗹 AT-WI		DAILY	AT-W		R 🗹 DAILY	AT-W	[[[ENCOUNTER	Maily	
damage o Another f Power (D power wh and each	t-Will • Lightning): Fre dealt by this weapon is free action returns the aily • Lightning): Free hen you hit with the w enemy within 2 squar lightning damage.	lightning damage. damage to normal. Action. Use this eapon. The target	power w acid, colo resist 10 encounte		n attack that deals under damage. Gain	POWER Item Slot: Neck Power (Daily): Minor Action. Until the end of the encounter, enemies don't gain the normal +2 bonus to attack rolls when you grant them combat advantage. They still gain any other benefit of combat advantage.				nbat
ITEM SLOT/TYPE .	Two-Hands ^{LEVEL} 15 PRICE 250	000 ^{воок}	ITEM SLOT/TYPE	Body LEVEL 14 PRICE 21	000 воок	ITEM SLOT/TYPE	Neck	LEVEL 13 PRICE 1700	0 воок	
MAGIC IT		<u>ons&Dracons</u> ®	MAGIC I		ONS & DRACONS ®	MAGIC I	TEM	Dungeg	NS&DRAGE	<u>INS</u> ®
Bracers	of the Perfect Sho	t (paragon ti	Bracers	of Archery (heroid	: tier)	Sure Sh	not Glov	es (heroic ti	er)	
BONUS	ENHANCEMENT	CRITICAL	BONUS	ENHANCEMENT	CRITICAL	BONUS	ENH/	ANCEMENT	CRITICAL	
	u hit with a ranged ba n bonus to the damage	e roll.		2 item bonus to dama 9 with a bow or crossb		Your ran superior	cover).	oon attacks ign	ore cover (but	not
	KEYWORDS	USED		KEYWORDS	USED		KEYWORDS			USED
ACTION AT-WI		DAILY	ACTION			ACTION		ENCOUNTER	DAILY	
Item Slot				Daily): Minor Action. Ig		Item Slot				
ITEM SLOT/TYPE	Arms LEVEL 13 PRICE 170	воок	ITEM SLOT/TYPE	Arms LEVEL 6 PRICE 18	00 воок	ITEM SLOT/TYPE	Hands	LEVEL 9 PRICE 4200	BOOK	
MAGIC IT	EM DUNGE	ONS & DRAGONS ®	MAGIC I	TEM DUNGE	ONS & DRACONS ®	MAGIC I	ГЕМ	DUNGEG	HS&DRAGE	<u>ins</u> r
Backbor	ne Belt (paragon ti	er)	Goblin	Stompers (heroic t	ier)					
BONUS	ENHANCEMENT	CRITICAL	BONUS	ENHANCEMENT	CRITICAL					
PROPERTIES Gain a +4 to all defe	4 bonus (instead of the enses until the start of ig your second wind.	e normal +2 bonus)	PROPERTIES		United					
	KEYWORDS	USED		KEYWORDS	USED					
ACTION										
AT-WI		DAILY	POWER	ILL SENCOUNTER	R DAILY					
Item Slot	: Waist		•	t: Feet incounter): Immediate hen a melee attack mi						
ITEM SLOT/TYPE	Waist LEVEL 11 PRICE 900	00 воок	ITEM SLOT/TYPE	Feet LEVEL 6 PRICE 18	00 ^{воок}					
MAGIC IT		ONS & DRACONS ®								
				Page 5						