

Player Name

 Marc
 Character Name
 Half-Elf
 Race
 Medium
 Size
 Age
 Gender

 14
 Level
 Ranger
 Class
 Sharpshooter
 Paragon Path

 Epic Destiny
 Total XP 47,000

 Adventuring Company
 RPGA Number

INITIATIVE

| SCORE | DEX | 1/2 LVL | MISC |
|-------|-----|---------|------|
| 17 | 6 | 7 | 4 |

CONDITIONAL MODIFIERS

DEFENSES

| SCORE | DEFENSE | 10 + 1/2 LVL | ARMOR/ ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------|---------|--------------|-------------|-------|------|-----|------|------|
| 29 | AC | 17 | 9 | | | 3 | | |

CONDITIONAL BONUSES
 +2 AC against opportunity attacks

MOVEMENT

| SCORE | BASE | ARMOR | ITEM | MISC |
|-------|-----------------|-------|------|------|
| 6 | Speed (Squares) | 6 | | |

SPECIAL MOVEMENT

ABILITY SCORES

| SCORE | ABILITY | ABIL MOD | MOD + 1/2 LVL |
|-------|---------------------|----------|---------------|
| 11 | STR Strength | 0 | 7 |
| 14 | CON Constitution | 2 | 9 |
| 22 | DEX Dexterity | 6 | 13 |
| 11 | INT Intelligence | 0 | 7 |
| 18 | WIS Wisdom | 4 | 11 |
| 11 | CHA Charisma | 0 | 7 |

| SCORE | DEFENSE | 10 + 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------|---------|--------------|------|-------|------|-----|------|------|
| 20 | FORT | 17 | 2 | 1 | | | | |

CONDITIONAL BONUSES

| SCORE | DEFENSE | 10 + 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------|---------|--------------|------|-------|------|-----|------|------|
| 24 | REF | 17 | 6 | 1 | | | | |

CONDITIONAL BONUSES

| SCORE | DEFENSE | 10 + 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------|---------|--------------|------|-------|------|-----|------|------|
| 21 | WILL | 17 | 4 | | | | | |

CONDITIONAL BONUSES

SENSES

| SCORE | PASSIVE SENSE | BASE | SKILL BONUS |
|-------|-----------------|------|-------------|
| 23 | Passive Insight | 10 + | 13 |

| SCORE | PASSIVE SENSE | BASE | SKILL BONUS |
|-------|--------------------|------|-------------|
| 26 | Passive Perception | 10 + | 16 |

SPECIAL SENSES
 Low-light Vision

ATTACK WORKSPACE

ABILITY: Ranged Basic Attack - Lightning Longbow +3

| ATT BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC |
|-----------|---------|------|-------|------|------|-----|------|
| + 19 | 7 | 6 | | 2 | | 3 | 1 |

ABILITY: Ranged Basic Attack - Longbow

| ATT BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC |
|-----------|---------|------|-------|------|------|-----|------|
| + 16 | 7 | 6 | | 2 | | | 1 |

HIT POINTS

| MAX HP | BLOODIED | HEALING SURGES |
|--------|----------|----------------|
| 91 | 45 | 22 |
| | 1/2 HP | 1/4 HP |

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

| Action Points | MILESTONES | ACTION POINTS |
|---------------|------------|---------------|
| | 0 | 1 |
| | 1 | 2 |
| | 2 | 3 |

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Dilettante - Choose at-will power from other class; use as encounter power.

Dual Heritage - Count as elf, half-elf, and human for choosing feats.

Group Diplomacy - Allies within 10 get +1 to Diplomacy.

DAMAGE WORKSPACE

ABILITY: Ranged Basic Attack - Lightning Longbow +3

| DAMAGE | ABIL | FEAT | ENH | MISC | MISC |
|---------|------|------|-----|------|------|
| 1d10+13 | 6 | | 3 | | 4 |

ABILITY: Ranged Basic Attack - Longbow

| DAMAGE | ABIL | FEAT | ENH | MISC | MISC |
|---------|------|------|-----|------|------|
| 1d10+10 | 6 | | | | 4 |

BASIC ATTACKS

| ATTACK | DEFENSE | WEAPON OR POWER | DAMAGE |
|--------|---------|----------------------|---------|
| 19 vs | AC | Lightning Longbow +3 | 1d10+13 |
| 16 vs | AC | Longbow | 1d10+10 |
| 10 vs | AC | Longsword | 1d8 |
| 7 vs | AC | Unarmed (Melee) | 1d4 |

SKILLS

| BONUS | SKILL NAME | ABIL MOD + 1/2 LVL | TRND (+5) | ARMOR PENALTY | MISC |
|-------|---------------|--------------------|-----------|---------------|-------|
| 17 | Acrobatics | DEX | 13 | 5 | -1 |
| 7 | Arcana | INT | 7 | 0 | n/a |
| 11 | Athletics | STR | 7 | 5 | -1 |
| 7 | Bluff | CHA | 7 | 0 | n/a |
| 9 | Diplomacy | CHA | 7 | 0 | n/a 2 |
| 16 | Dungeoneering | WIS | 11 | 5 | n/a |
| 8 | Endurance | CON | 9 | 0 | -1 |
| 11 | Heal | WIS | 11 | 0 | n/a |
| 7 | History | INT | 7 | 0 | n/a |
| 13 | Insight | WIS | 11 | 0 | n/a 2 |
| 7 | Intimidate | CHA | 7 | 0 | n/a |
| 16 | Nature | WIS | 11 | 5 | n/a |
| 16 | Perception | WIS | 11 | 5 | n/a |
| 7 | Religion | INT | 7 | 0 | n/a |
| 12 | Stealth | DEX | 13 | 0 | -1 |
| 7 | Streetwise | CHA | 7 | 0 | n/a |
| 12 | Thievery | DEX | 13 | 0 | -1 |

CLASS / PATH / DESTINY FEATURES

Fighting Style - Choose Archer Fighting Style or Two-Blade Fighting Style.

Archer Fighting Style - Gain Defensive Mobility as a bonus feat.

Hunter's Quarry - Minor action, designate nearest enemy you see as quarry; deal extra damage to quarry once per round.

Prime Shot - If no allies are closer to target than you, get +1 on ranged attacks against that target.

Rapid-Fire Action - When you spend action point to gain action, make ranged basic attack with bow or crossbow before or after the action

Opportunity Fire - Use bow or loaded crossbow to make opportunity attacks; these attacks don't provoke opportunity attacks

LANGUAGES KNOWN

Common, Elven, Dwarven

FEATS

Defensive Mobility - +2 to AC against opportunity attacks

Action Surge - +3 to attacks when you spend an action point

Weapon Expertise (Bow) - Gain bonus to attack rolls with Bows.

Brutal Accuracy - Hit with elven accuracy reroll gains extra damage

Weapon Focus (Bow) - Gain +1 damage per tier with Bows.

Lethal Hunter - Hunter's Quarry damage dice increase to d8s

Improved Initiative - +4 to initiative checks

Point-Blank Shot - Ignore cover and concealment within 5 squares

Seize the Moment - Gain combat advantage over foe with lower initiative

Bleeding Precision - Deal ongoing 5 damage with daily ranger power

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

| | |
|-----------------|--|
| Hunter's Quarry | |
| Careful Attack | |
| Nimble Strike | |
| | |
| | |

ENCOUNTER POWERS

| | |
|-------------------------|--------------------------|
| Reaping Strike | <input type="checkbox"/> |
| Thundertusk Boar Strike | <input type="checkbox"/> |
| Hawk's Talon | <input type="checkbox"/> |
| Stab and Shoot | <input type="checkbox"/> |
| Nimble Defense | <input type="checkbox"/> |
| | <input type="checkbox"/> |

DAILY POWERS

| | |
|--------------------|--------------------------|
| Split the Tree | <input type="checkbox"/> |
| Excruciating Shot | <input type="checkbox"/> |
| Attacks on the Run | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |

UTILITY POWERS

| | |
|-------------------|--------------------------|
| Crucial Advice | <input type="checkbox"/> |
| Skilled Companion | <input type="checkbox"/> |
| Open the Range | <input type="checkbox"/> |
| Perfect Aim | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |

OTHER EQUIPMENT

| | |
|------------------|--|
| Hide Armor | |
| Longbow | |
| Longsword (2) | |
| Adventurer's Kit | |
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COINS AND OTHER WEALTH

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|-------------------------------|
| Money on hand: 2 pp |
| Stored money: |
| Encumbrance: 97 lb. / 110 lb. |

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

| | | |
|--------|--------------------------------------|--------------------------|
| WEAPON | Lightning Longbow +3 (Two-Hands) (E) | <input type="checkbox"/> |
| WEAPON | | <input type="checkbox"/> |
| WEAPON | | <input type="checkbox"/> |
| WEAPON | | <input type="checkbox"/> |
| ARMOR | Chaos Weave Hide Armor +3 (E) | <input type="checkbox"/> |
| ARMS | Bracers of Archery (heroic tier) (E) | <input type="checkbox"/> |
| FEET | Goblin Stompers (heroic tier) (E) | <input type="checkbox"/> |
| HANDS | Sure Shot Gloves (heroic tier) (E) | <input type="checkbox"/> |
| HEAD | | <input type="checkbox"/> |
| NECK | Ornament of Alertness +3 | <input type="checkbox"/> |
| RING | | <input type="checkbox"/> |
| RING | | <input type="checkbox"/> |
| WAIST | Backbone Belt (paragon tier) (E) | <input type="checkbox"/> |
| | | <input type="checkbox"/> |
| | | <input type="checkbox"/> |
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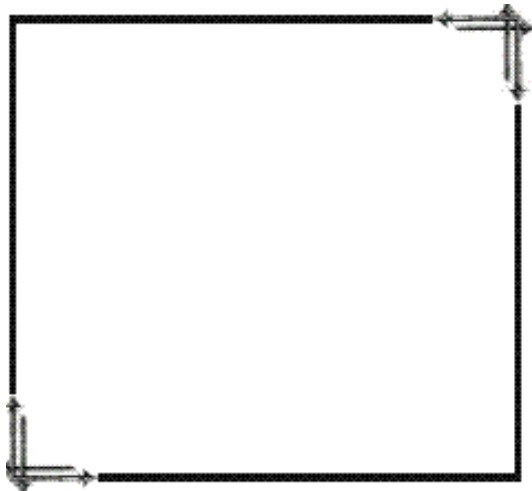
Daily Item Powers Per Day

| | | | | | | | | | |
|-----------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| Heroic (1-10) | <input type="checkbox"/> | Milestone | <input type="checkbox"/> | / | <input type="checkbox"/> | / | <input type="checkbox"/> | / | <input type="checkbox"/> |
| Paragon (11-20) | <input type="checkbox"/> | <input type="checkbox"/> | Milestone | <input type="checkbox"/> | / | <input type="checkbox"/> | / | <input type="checkbox"/> | / |
| Epic (21-30) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Milestone | <input type="checkbox"/> | / | <input type="checkbox"/> | / | <input type="checkbox"/> |

RITUALS / ALCHEMY

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CHARACTER PORTRAIT



PERSONALITY TRAITS

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MANNERISMS AND APPEARANCE

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CHARACTER BACKGROUND

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COMPANIONS AND ALLIES

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SESSION AND CAMPAIGN NOTES

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CHARACTER NAME
Marc

PLAYER NAME

RACE Half-Elf CLASS LEVEL 14

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|--------------------|------------------|-------------------|
| HP 91 | STR 11 | AC 29 |
| Spd 6 | CON 14 | Fort 20 |
| Init +17 | DEX 22 | Ref 24 |
| | INT 11 | Will 21 |
| | WIS 18 | |
| | CHA 11 | |

23 Passive Insight **26** Passive Perception



Second Wind

KEYWORDS

| | | | |
|---------------|----------------|---------------|--------------|
| Standard | ↑ | ↗ | Personal |
| ACTION | ← | ✳ | RANGE |
| | vs | | Self |
| ATTACK | DEFENSE | TARGET | |

Effect: You spend a healing surge and regain 22 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

PLAY DATA DUNGEONS & DRAGONS

Hunter's Quarry

KEYWORDS

| | | | |
|---------------|----------------|---------------|--------------|
| Minor | ↑ | ↗ | |
| ACTION | ← | ✳ | RANGE |
| | vs | | |
| ATTACK | DEFENSE | TARGET | |

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 extra damage based on your level. 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. 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.
Level : Hunter's Quarry Extra Damage
1st-10th : +1d6
11th-20th : +2d6
21st-30th : +3d6

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK PH

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Careful Attack

KEYWORDS Martial, Weapon

| | | | | |
|---------------|----------------|---------------|--------------|------------------------|
| Standard | * | ↑ | ↗ | Melee or Ranged weapon |
| ACTION | ← | ✳ | | RANGE |
| 21 | vs | AC | One creature | |
| ATTACK | DEFENSE | TARGET | | |

Requirement: You must be wielding two melee weapons or a ranged weapon.
Attack: Strength + 2 vs. AC (melee) or Dexterity + 2 vs. AC (ranged).
Hit: 1[W] damage (melee) or 1[W] damage (ranged). Increase damage to 2[W] (melee) or 2[W] (ranged) at 21st level.

Lightning Longbow +3: +21 attack, 1d10+7 damage

ADDITIONAL EFFECTS
+2d8 to damage once per round (Hunter's Quarry)
+1 to attack rolls if none of your allies are closer to the target - 1
+3 to attack rolls if this attack was gained by spending an action

CLASS Ranger LEVEL 1 BOOK PH

ENCOUNTER ACTION DUNGEONS & DRAGONS

Nimble Strike

KEYWORDS Martial, Weapon

| | | | | |
|---------------|----------------|---------------|--------------|---------------|
| Standard | ↑ | * | ↗ | Ranged weapon |
| ACTION | ← | ✳ | | RANGE |
| 19 | vs | AC | One creature | |
| ATTACK | DEFENSE | TARGET | | |

Special: Shift 1 square before or after you attack.
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+6) damage. Increase damage to 2[W] + Dexterity modifier (+6) at 21st level.

Lightning Longbow +3: +19 attack, 1d10+13 damage

ADDITIONAL EFFECTS
+2d8 to damage once per round (Hunter's Quarry)
+1 to attack rolls if none of your allies are closer to the target - 1
+3 to attack rolls if this attack was gained by spending an action

CLASS Ranger LEVEL 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Reaping Strike

KEYWORDS Martial, Weapon

| | | | | |
|---------------|----------------|---------------|--------------|--------------|
| Standard | * | ↑ | ↗ | Melee weapon |
| ACTION | ← | ✳ | | RANGE |
| 10 | vs | AC | One creature | |
| ATTACK | DEFENSE | TARGET | | |

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+0) damage. Increase damage to 2[W] + Strength modifier (+0) at 21st level.
Miss: Half Strength modifier (+0) damage. If you're wielding a two-handed weapon, you deal damage equal to your Strength modifier (+0).

Longsword: +10 attack, 1d8 damage

ADDITIONAL EFFECTS
+2d8 to damage once per round (Hunter's Quarry)
+3 to attack rolls if this attack was gained by spending an action

CLASS Fighter LEVEL 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Thundertusk Boar Strike

KEYWORDS Martial, Weapon

| | | | | |
|---------------|----------------|---------------|----------------------|------------------------|
| Standard | * | ↑ | ↗ | Melee or Ranged weapon |
| ACTION | ← | ✳ | | RANGE |
| 19 | vs | AC | One or two creatures | |
| ATTACK | DEFENSE | TARGET | | |

Requirement: You must be wielding two melee weapons or a ranged weapon.
Attack: Strength vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged), two attacks
Hit: 1[W] + Strength modifier (+0) damage (melee) or 1[W] + Dexterity modifier (+6) damage (ranged) per attack. With each hit, you push the target 1 square. If both attacks hit the same target, you push the target a number of squares equal to 1 + your Wisdom modifier (+4).

Lightning Longbow +3: +19 attack, 1d10+13 damage

ADDITIONAL EFFECTS
+2d8 to damage once per round (Hunter's Quarry)
+1 to attack rolls if none of your allies are closer to the target - 1
+3 to attack rolls if this attack was gained by spending an action

CLASS Ranger LEVEL 3 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Hawk's Talon

KEYWORDS Martial, Weapon

| | | | | |
|---------------|----------------|---------------|--------------|------------------------|
| Standard | * | ↑ | ↗ | Melee or Ranged weapon |
| ACTION | ← | ✳ | | RANGE |
| 19 | vs | AC | One creature | |
| ATTACK | DEFENSE | TARGET | | |

Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged). Gain a power bonus to this attack equal to your Wisdom modifier (+4). Ignore any penalties from cover or concealment (but not superior cover or total concealment).
Hit: 2[W] + Strength modifier (+0) damage (melee) or 2[W] + Dexterity modifier (+6) damage (ranged).

Lightning Longbow +3: +19 attack, 2d10+13 damage

ADDITIONAL EFFECTS
+2d8 to damage once per round (Hunter's Quarry)
+1 to attack rolls if none of your allies are closer to the target - 1
+3 to attack rolls if this attack was gained by spending an action

CLASS Ranger LEVEL 7 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

Stab and Shoot

KEYWORDS Martial, Weapon

Standard * Melee 1

ACTION **RANGE**

19 vs AC One creature

ATTACK **DEFENSE** **TARGET**

Requirement: You must be wielding a bow or a crossbow.
 Hit: 1[W] + Dexterity modifier (+6) damage, and the target is dazed until the end of your turn. Make 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.

ADDITIONAL EFFECTS

CLASS Ranger LEVEL 11 BOOK MP

ENCOUNTER POWER DUNGEONS & DRAGONS

Nimble Defense

KEYWORDS Martial, Weapon

Standard * Melee weapon

ACTION **RANGE**

19 vs AC One creature

ATTACK **DEFENSE** **TARGET**

Requirement: You must be wielding two melee weapons.
 Attack: Strength vs. AC (main weapon and off-hand weapon), two attacks
 Hit: 1[W] + Strength modifier (+0) damage per attack. If you hit with either attack, you gain a power bonus to AC equal to 2 + your Wisdom modifier (+4) until the end of your next turn.

ADDITIONAL EFFECTS

CLASS Ranger LEVEL 13 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Split the Tree

KEYWORDS Martial, Weapon

Standard * Ranged weapon

ACTION **RANGE**

19 vs AC Two creatures within 3 squares of e

ATTACK **DEFENSE** **TARGET**

Attack: Dexterity vs. AC. Make two attack rolls, take the higher result, and apply it to both targets.
 Hit: 2[W] + Dexterity modifier (+6) damage.

Lightning Longbow +3: +19 attack, 2d10+13 damage

ADDITIONAL EFFECTS
 +2d8 to damage once per round (Hunter's Quarry)
 +1 to attack rolls if none of your allies are closer to the target - f
 +3 to attack rolls if this attack was gained by spending an action

CLASS Ranger LEVEL 1 BOOK PH

DAILY POWER DUNGEONS & DRAGONS

Excruciating Shot

KEYWORDS Martial, Weapon

Standard * Ranged weapon

ACTION **RANGE**

19 vs AC One creature

ATTACK **DEFENSE** **TARGET**

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

ADDITIONAL EFFECTS
 +2d8 to damage once per round (Hunter's Quarry)
 +1 to attack rolls if none of your allies are closer to the target - f
 +3 to attack rolls if this attack was gained by spending an action

CLASS Ranger LEVEL 5 BOOK PH

DAILY POWER DUNGEONS & DRAGONS

Attacks on the Run

KEYWORDS Martial, Weapon

Standard * * Melee or Ranged weapon

ACTION **RANGE**

19 vs AC One or two creatures

ATTACK **DEFENSE** **TARGET**

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

ADDITIONAL EFFECTS
 +2d8 to damage once per round (Hunter's Quarry)
 +1 to attack rolls if none of your allies are closer to the target - f
 +3 to attack rolls if this attack was gained by spending an action

CLASS Ranger LEVEL 9 BOOK PH

DAILY POWER DUNGEONS & DRAGONS

Crucial Advice

KEYWORDS Martial

Imm React 5 Ranged 5

ACTION **RANGE**

AT-WILL ENCOUNTER DAILY

Trigger: An ally within range that you can see or 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 EFFECTS

CLASS Ranger LEVEL 2 BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

Skilled Companion

KEYWORDS Martial

Minor 10 Ranged 10

ACTION **RANGE**

AT-WILL ENCOUNTER DAILY

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.

ADDITIONAL EFFECTS

CLASS Ranger LEVEL 6 BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

Open the Range

KEYWORDS Martial

Imm Interr Personal

ACTION **RANGE**

AT-WILL ENCOUNTER DAILY

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.

ADDITIONAL EFFECTS

CLASS Ranger LEVEL 10 BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

Perfect Aim

KEYWORDS Martial, Weapon

Minor Personal

ACTION **RANGE**

AT-WILL ENCOUNTER DAILY

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.

ADDITIONAL EFFECTS

CLASS Ranger LEVEL 12 BOOK MP

UTILITY POWER DUNGEONS & DRAGONS

Lightning Longbow +3

| | +3 attack rolls and damage | +3d6 lightning damage |
|---|------------------------------------|---|
| BONUS | ENHANCEMENT | CRITICAL |
| PROPERTIES | | |
| | | |
| KEYWORDS | | |
| USED | | |
| ACTION | | |
| <input checked="" type="checkbox"/> AT-WILL | <input type="checkbox"/> ENCOUNTER | <input checked="" type="checkbox"/> DAILY |
| POWER | | |
| <p>Power (At-Will • Lightning): Free Action. All damage dealt by this weapon is lightning damage. Another free action returns the damage to normal.</p> <p>Power (Daily • Lightning): Free Action. Use this power when you hit with the weapon. The target and each enemy within 2 squares of the target take 2d6 lightning damage.</p> | | |
| ITEM SLOT/TYPE | Two-Hands | LEVEL 15 PRICE 25000 BOOK |

MAGIC ITEM

Chaos Weave Hide Armor +3

| | +3 AC | |
|---|------------------------------------|---|
| BONUS | ENHANCEMENT | CRITICAL |
| PROPERTIES | | |
| | | |
| KEYWORDS | | |
| USED | | |
| ACTION | | |
| <input type="checkbox"/> AT-WILL | <input type="checkbox"/> ENCOUNTER | <input checked="" type="checkbox"/> DAILY |
| POWER | | |
| <p>Power (Daily): Immediate Interrupt. Use this power when you are hit with an attack that deals acid, cold, fire, lightning, or thunder damage. Gain resist 10 to that damage type until the end of the encounter.</p> | | |
| ITEM SLOT/TYPE | Body | LEVEL 14 PRICE 21000 BOOK |

MAGIC ITEM

Ornament of Alertness +3

| | +3 Fortitude, Reflex, and \ | |
|--|------------------------------------|---|
| BONUS | ENHANCEMENT | CRITICAL |
| PROPERTIES | | |
| <p>Gain an item bonus to Perception checks equal to the ornament's enhancement bonus.</p> | | |
| KEYWORDS | | |
| USED | | |
| ACTION | | |
| <input type="checkbox"/> AT-WILL | <input type="checkbox"/> ENCOUNTER | <input checked="" type="checkbox"/> DAILY |
| POWER | | |
| <p>Item Slot: Neck</p> <p>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.</p> | | |
| ITEM SLOT/TYPE | Neck | LEVEL 13 PRICE 17000 BOOK |

MAGIC ITEM

Bracers of the Perfect Shot (paragon tier)

| BONUS | ENHANCEMENT | CRITICAL |
|--|------------------------------------|--------------------------------|
| PROPERTIES | | |
| <p>When you hit with a ranged basic attack, you gain a +4 item bonus to the damage roll.</p> | | |
| KEYWORDS | | |
| USED | | |
| ACTION | | |
| <input type="checkbox"/> AT-WILL | <input type="checkbox"/> ENCOUNTER | <input type="checkbox"/> DAILY |
| POWER | | |
| Item Slot: Arms | | |
| ITEM SLOT/TYPE | Arms | LEVEL 13 PRICE 17000 BOOK |

MAGIC ITEM

Bracers of Archery (heroic tier)

| BONUS | ENHANCEMENT | CRITICAL |
|---|------------------------------------|---|
| PROPERTIES | | |
| <p>Gain a +2 item bonus to damage rolls when attacking with a bow or crossbow.</p> | | |
| KEYWORDS | | |
| USED | | |
| ACTION | | |
| <input type="checkbox"/> AT-WILL | <input type="checkbox"/> ENCOUNTER | <input checked="" type="checkbox"/> DAILY |
| POWER | | |
| <p>Item Slot: Arms</p> <p>Power (Daily): Minor Action. Ignore cover on your next attack this turn when using a bow or crossbow.</p> | | |
| ITEM SLOT/TYPE | Arms | LEVEL 6 PRICE 1800 BOOK |

MAGIC ITEM

Sure Shot Gloves (heroic tier)

| BONUS | ENHANCEMENT | CRITICAL |
|--|------------------------------------|--------------------------------|
| PROPERTIES | | |
| <p>Your ranged weapon attacks ignore cover (but not superior cover).</p> | | |
| KEYWORDS | | |
| USED | | |
| ACTION | | |
| <input type="checkbox"/> AT-WILL | <input type="checkbox"/> ENCOUNTER | <input type="checkbox"/> DAILY |
| POWER | | |
| Item Slot: Hands | | |
| ITEM SLOT/TYPE | Hands | LEVEL 9 PRICE 4200 BOOK |

MAGIC ITEM

Backbone Belt (paragon tier)

| BONUS | ENHANCEMENT | CRITICAL |
|---|------------------------------------|--------------------------------|
| PROPERTIES | | |
| <p>Gain a +4 bonus (instead of the normal +2 bonus) to all defenses until the start of your next turn after using your second wind.</p> | | |
| KEYWORDS | | |
| USED | | |
| ACTION | | |
| <input type="checkbox"/> AT-WILL | <input type="checkbox"/> ENCOUNTER | <input type="checkbox"/> DAILY |
| POWER | | |
| Item Slot: Waist | | |
| ITEM SLOT/TYPE | Waist | LEVEL 11 PRICE 9000 BOOK |

MAGIC ITEM

Goblin Stompers (heroic tier)

| BONUS | ENHANCEMENT | CRITICAL |
|---|---|--------------------------------|
| PROPERTIES | | |
| | | |
| KEYWORDS | | |
| USED | | |
| ACTION | | |
| <input type="checkbox"/> AT-WILL | <input checked="" type="checkbox"/> ENCOUNTER | <input type="checkbox"/> DAILY |
| POWER | | |
| <p>Item Slot: Feet</p> <p>Power (Encounter): Immediate Reaction. Use this power when a melee attack misses you. Shift 1 square.</p> | | |
| ITEM SLOT/TYPE | Feet | LEVEL 6 PRICE 1800 BOOK |

MAGIC ITEM