



CHARACTER NAME  
**Theren**

PLAYER NAME

RACE Half-Elf CLASS Ranger LEVEL 1

SCORE	ABILITY	MOD
<b>HP</b> 27	<b>12 STR</b> +1	<b>AC</b> 16
<b>Spd</b> 6	<b>15 CON</b> +2	<b>Fort</b> 13
<b>Init</b> +3	<b>16 DEX</b> +3	<b>Ref</b> 14
	<b>11 INT</b> +0	<b>Will</b> 12
	<b>14 WIS</b> +2	
	<b>12 CHA</b> +1	

**14** Passive Insight **17** Passive Perception

**PLAY DATA**

**ENCOUNTER SPECIAL**

Second Wind

KEYWORDS  USED

Standard	<input type="checkbox"/>	<input type="checkbox"/>	Personal
<b>ACTION</b>	<input type="checkbox"/>	<input type="checkbox"/>	<b>RANGE</b>
<input checked="" type="checkbox"/> <b>AT-WILL</b>	<input checked="" type="checkbox"/> <b>ENCOUNTER</b>	<input type="checkbox"/> <b>DAILY</b>	

Effect: You spend a healing surge and regain 6 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS  LEVEL  BOOK *PH*

**UTILITY POWER**

Hunter's Quarry

KEYWORDS  USED

Minor	<input type="checkbox"/>	<input type="checkbox"/>	
<b>ACTION</b>	<input type="checkbox"/>	<input type="checkbox"/>	<b>RANGE</b>
<b>vs</b>			
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

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*

**AT-WILL POWER**

Careful Attack

KEYWORDS Martial, Weapon  USED

Standard	* <input type="checkbox"/>	* <input type="checkbox"/>	Melee or Ranged weapon
<b>ACTION</b>	<input type="checkbox"/>	<input type="checkbox"/>	<b>RANGE</b>
<b>7</b>	<b>vs</b>	<b>AC</b>	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**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] + Strength modifier (+1) damage (melee) or 1[W] + Dexterity modifier (+3) damage (ranged). Increase damage to 2[W] + Strength modifier (+1) damage (melee) or 2[W] + Dexterity modifier (+3) damage (ranged) at 21st level.

Longbow: +7 attack, 1d10+3 damage

ADDITIONAL EFFECTS

+1d8 to damage once per round (Hunter's Quarry)  
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

CLASS Ranger  LEVEL 1  BOOK *PH*

**AT-WILL POWER**

Twin Strike

KEYWORDS Martial, Weapon  USED

Standard	* <input type="checkbox"/>	* <input type="checkbox"/>	Melee or Ranged weapon
<b>ACTION</b>	<input type="checkbox"/>	<input type="checkbox"/>	<b>RANGE</b>
<b>5</b>	<b>vs</b>	<b>AC</b>	One or two creatures
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

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

Longbow: +5 attack, 1d10+0 damage

ADDITIONAL EFFECTS

+1d8 to damage once per round (Hunter's Quarry)  
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

CLASS Ranger  LEVEL 1  BOOK *PH*

**AT-WILL POWER**

Piercing Strike

KEYWORDS Martial, Weapon  USED

Standard	* <input type="checkbox"/>	<input type="checkbox"/>	Melee weapon
<b>ACTION</b>	<input type="checkbox"/>	<input type="checkbox"/>	<b>RANGE</b>
<b>6</b>	<b>vs</b>	<b>Reflex</b>	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Requirement:** You must be wielding a light blade.  
**Attack:** Dexterity vs. Reflex  
**Hit:** 1[W] + Dexterity modifier (+3) damage. Increase damage to 2[W] + Dexterity modifier (+3) at 21st level.

Short sword: +6 attack, 1d6+3 damage

ADDITIONAL EFFECTS

+1d8 to damage once per round (Hunter's Quarry)

CLASS Rogue  LEVEL 1  BOOK *PH*

**ENCOUNTER POWER**

Two-Fanged Strike

KEYWORDS Martial, Weapon  USED

Standard	* <input type="checkbox"/>	* <input type="checkbox"/>	Melee or Ranged weapon
<b>ACTION</b>	<input type="checkbox"/>	<input type="checkbox"/>	<b>RANGE</b>
<b>5</b>	<b>vs</b>	<b>AC</b>	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**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 (+1) damage (melee) or 1[W] + Dexterity modifier (+3) damage (ranged) per attack. If both attacks hit, you deal extra damage equal to your Wisdom modifier (+2).

Longbow: +5 attack, 1d10+3 damage

ADDITIONAL EFFECTS

+1d8 to damage once per round (Hunter's Quarry)  
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

CLASS Ranger  LEVEL 1  BOOK *PH*

**ENCOUNTER POWER**

Split the Tree

KEYWORDS Martial, Weapon  USED

Standard	<input type="checkbox"/>	* <input type="checkbox"/>	Ranged weapon
<b>ACTION</b>	<input type="checkbox"/>	<input type="checkbox"/>	<b>RANGE</b>
<b>5</b>	<b>vs</b>	<b>AC</b>	See below
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**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 (+3) damage.

Longbow: +5 attack, 2d10+3 damage

ADDITIONAL EFFECTS

+1d8 to damage once per round (Hunter's Quarry)  
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

CLASS Ranger  LEVEL 1  BOOK *PH*

**DAILY POWER**

## Longbow

1d10	2	Bow	20/40
DAMAGE	PROFICIENT	GROUP	RANGE

**PROPERTIES**  
 Load Free (Ranged weapons that loose projectiles, including bows, crossbows, and slings, take some time to load. When a weapon shows "load free" on the ranged weapons table, that means you draw and load ammunition as a free action, effectively part of the action used to attack with the weapon. Any weapon that has the load property requires two hands to load, even if you can use only one hand to attack with it. (The sling, for example, is a one-handed weapon, but you need a free hand to load it.) The crossbow is "load minor," which means it requires a minor action to load a bolt into the weapon. If a power allows you to hit multiple targets, the additional load time is accounted for in the power.)

Ranged Basic Attack: +5 attack, 1d10+3 damage

**NOTES**

ITEM SLOT	Two-Hands	WEIGHT	3	PRICE	30	BOOK	PH
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**WEAPON** 

## Short sword

1d6	3	Light Blade	
DAMAGE	PROFICIENT	GROUP	RANGE

**PROPERTIES**  
 Off-Hand (An off-hand weapon is light enough that you can hold it and attack effectively with it while holding a weapon in your main hand. You can't attack with both weapons in the same turn, unless you have a power that lets you do so, but you can attack with either weapon.)

Melee Basic Attack: +4 attack, 1d6+1 damage

**NOTES**

ITEM SLOT	Off-hand	WEIGHT	2	PRICE	10	BOOK	PH
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**WEAPON** 

## Hide Armor

3	-1	-	1
AC BONUS	CHECK	SPEED	QUANTITY

**PROPERTIES**

**NOTES**

ITEM SLOT	Body	WEIGHT	25	PRICE	30	BOOK	PH
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**ITEM** 

## Adventurer's Kit

			1
AC BONUS	CHECK	SPEED	QUANTITY

**PROPERTIES**  
 This kit includes: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days' worth of trail rations, 50 feet of hempen rope, and a waterskin.

**NOTES**

ITEM SLOT		WEIGHT	33	PRICE	15	BOOK	PH
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**ITEM** 