

QUINARO

MALE ELF RANGER / LEVEL 1 / GOOD

"My friend and I are not impressed. You wouldn't last a day in the wild."

ABILITY SCORES MOD

STR 18 +4
CON 11 +0
DEX 16 +3
INT 10 +0
WIS 12 +1
CHA 8 -1

DEFENSES

AC 16

FORT 15

REF 14

WILL 11

INITIATIVE

+7

SPEED (in squares)

7

VISION

low-light

LANGUAGES

Common, Elven

SENSES

Passive Insight 11, Passive Perception 18

TRAINED SKILLS

ATHLETICS +8

DUNGEONEERING +6

NATURE +8

PERCEPTION +8

STEALTH +7

HIT POINTS (Bloodied 11) 23

ACTION POINT

SECOND WIND

HEALING SURGES value 5

EQUIPMENT

Heavy flail

Adventurer's kit

Longbow with arrows

5 gold pieces

Hide armor

OTHER EQUIPMENT

Melee Basic Attack

Standard / Melee Weapon / At-Will

Requires heavy flail; +6 vs. AC; 2d6 + 4 damage.

Ranged Basic Attack

Standard / Ranged Weapon / At-Will

Requires longbow; +5 vs. AC; 1d10 + 3 damage; reload free action.

Hunter's Quarry

Minor / Nearest Enemy Within Sight / At-Will

Target 1 enemy within sight as your quarry. 1/round, when you hit your quarry with an attack, deal +1d6 damage. If you make multiple attacks in a round, you decide which attack to apply the extra damage after all attacks are rolled. If you have dealt damage from *hunter's quarry* since the start of your last turn, you cannot deal it again until your next turn. Your target remains your quarry until the end of the encounter, until it is defeated, or until you designate a different target as your quarry.

Circling Strike

Standard / Melee Weapon / At-Will

+6 vs. AC; 2d6 + 4 damage. **Effect:** Before or after the attack, your beast companion can shift 1 square. **Special:** Your beast companion must be conscious and present to use this power.

Hit and Run

Standard / Melee Weapon / At-Will

+6 vs. AC; 2d6 + 4 damage. **Effect:** If you move in the same turn after this attack, leaving the first square adjacent to the target doesn't provoke an opportunity attack from the target.

One Fang

Wolf Beast Companion / Medium Size / Level 1

AC 15, Fortitude 13, Reflex 13, Will 14; HP 22, Healing Surge Value 5, Surges/Day 2; Speed 7.

Melee basic attack (bite); +5 vs. AC 1d8 + 2 damage (+1 damage when wolf has combat advantage).

Str 14, Con 14, Dex 14, Int 6, Wis 14, Cha 6; Trained Skills Endurance, Perception; Vision Low-light.

Elven Accuracy

Free / Personal / Encounter

Reroll an attack roll. Use the second result.

Enclose the Prey

Standard / Melee Weapon (Beast 1) / Encounter

Target 1 quarried creature adjacent to you and your beast companion; +6 vs. AC; 4d6 + 5 damage. **Effect:** Before the attack, both you and your beast companion can shift 2 squares. **Special:** Your beast companion must be conscious and present to use this power.

Hunt's End

Standard / Melee or Ranged Weapon / Daily

Target 1 bloodied creature; +6 vs. AC melee (+5 vs. AC ranged); 6d6 + 4 damage melee (3d10 + 3 damage ranged). If the target is your quarry, you score a critical hit on a roll of 19-20. **Miss:** Half damage.

OTHER ABILITIES*

Feats:

Improved Initiative (already applied).

Raise Beast Companion:

You know the Raise Beast Companion ritual. See *Martial Power* or the Character Builder.

Fey Origin:

You are of fey origin, not natural origin.

Group Awareness:

Non-elf allies within 5 squares gain a +1 to Perception.

Wild Step:

Ignore difficult terrain when shifting.

* Some character options not present on character sheet for brevity.