

# DUNGEONS & DRAGONS

## ENCOUNTERS

### BELGOS

DROW RANGER (HUNTER) / LEVEL 1

DIFFICULTY ★★★

"I hunt the most exotic prey the surface world has to offer."

#### ABILITIES & SKILLS

<b>STRENGTH</b>	11	+0
Athletics	-----	+5
<b>CONSTITUTION</b>	14	+2
Endurance	-----	+2
<b>DEXTERITY</b>	18	+4
Acrobatics	-----	+4
Stealth	-----	+11
Thievery	-----	+4
<b>INTELLIGENCE</b>	10	+0
Arcana	-----	+0
History	-----	+0
Religion	-----	+0
<b>WISDOM</b>	16	+3
Dungeoneering	-----	+8
Heal	-----	+3
Insight	-----	+3
Nature	-----	+8
Perception	-----	+8
<b>CHARISMA</b>	10	+0
Bluff	-----	+0
Diplomacy	-----	+0
Intimidate	-----	+2
Streetwise	-----	+0

#### DEFENSES

<b>Armor Class</b>	16
<b>Fortitude</b>	13
<b>Reflex</b>	15
<b>Will</b>	13

#### INITIATIVE

+4

#### SPEED

6

#### VISION

darkvision, normal

#### LANGUAGES

Common, Elven

#### OTHER STATISTICS

**Hit Points** (Bloodied 13)

26

**Healing Surges** (Value 6)



#### EQUIPMENT

longbow, longsword, leather armor, 60 arrows, adventurer's kit, climbing kit, and 3 gp.

#### TRAITS

**Ambush Expertise:** Whenever you make a Stealth check, each ally within 10 squares of you gains a +2 bonus to their next Stealth check before the end of your next turn.

**Mountain Guide:** Whenever you succeed on an Athletics check to climb, you reduce the DC of that climb by 2 for your allies until the end of the encounter. Only allies who can see you make the climb gain this benefit.

**Bow Expertise:** You gain a +1 bonus to the damage roll of any weapon attack you make with a bow against a single creature that is not adjacent to any other creature.

#### FEATS

**Weapon Focus: Longbow**

#### ACTION POINT

1

Rangers are at home among the trees and open fields, keeping the peace along the farthest frontiers of civilization. While keeping yourself safe by staying far away from the battle, use your bow to rain down attacks that scatter or hinder your enemies. Use *rapid shot* to strike clusters of enemies, but switch to *clever shot* to prevent foes from fleeing or hinder their attacks if you can't hit several foes.

#### ATTACK POWERS

##### Ⓢ Longbow At-Will

**Standard Action** Ranged 20/40  
**Target:** One creature  
**Attack:** 1d20 + 8 vs. AC  
**Hit:** 1d10 + 5 damage.

##### Ⓢ Longsword At-Will

**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** 1d20 + 3 vs. AC  
**Hit:** 1d8 + 0 damage.

##### Aimed Shot At-Will

**Standard Action** Personal  
**Effect:** You make a longbow attack, ignoring the penalty to attack rolls imposed by partial cover and partial concealment. In addition, the penalty to attack rolls imposed by superior cover and total concealment is no worse than -2 for this attack.

##### Clever Shot At-Will

**Standard Action** Personal  
**Effect:** You make a longbow attack. If the attack hits, the target is also subject to one of the following effects of your choice:  
 ♦ You slide the target up to 2 squares.  
 ♦ The target falls prone.  
 ♦ The target is slowed (save ends).

##### Rapid Shot At-Will

**Standard Action** Personal  
**Effect:** You make a longbow attack against each creature in or adjacent to a square within the attack's range. You take a -2 penalty to the attack rolls.

##### Disruptive Shot Encounter

**Standard Action** Ranged 20/40  
**Target:** One creature  
**Attack:** 1d20 + 8 vs. AC  
**Hit:** 1d10 + 5 damage, and you choose for the target to be either immobilized (save ends) or dazed (save ends).  
**Miss:** Half damage, and the target is slowed until the end of your next turn.

#### STANCE POWERS

You have two stances, but you can only use one at a time. Pick a stance to start each combat in, but don't worry—you may switch stances as a minor action.

##### Aspect of the Dancing Serpent At-Will

**Minor Action** Personal (Stance)  
**Effect:** In this stance you gain the following benefits.  
 ♦ You can take a free action at the end of each of your turns to shift 1 square.  
 ♦ You gain a +1 power bonus to attack rolls and damage rolls against enemies that have none of their allies adjacent to them.

##### Aspect of the Pack Wolf At-Will

**Minor Action** Personal (Stance)  
**Effect:** In this stance you gain the following benefits.  
 ♦ You do not provoke opportunity attacks by leaving squares adjacent to your allies.  
 ♦ When you attack an enemy adjacent to two or more of your allies, you gain a +1 power bonus to the attack roll. You also gain a power bonus to damage rolls against that enemy. The bonus equals the number of your allies adjacent to the enemy.

#### UTILITY POWERS

##### Darkfire Encounter

**Minor Action** Ranged 10  
**Target:** One creature  
**Attack:** 1d20 + 7 vs. Reflex  
**Hit:** Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment.

##### Second Wind Encounter

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

This character was made using the *Heroes of the Forgotten Kingdoms™* sourcebook. Use the D&D Character Builder to create and modify this character!

See [DungeonsandDragons.com](http://DungeonsandDragons.com) for more information.

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