

Player Name **Jared**Character Name **Jarbonius Stonehammer**Level **11**Class **Ranger**

Shinaelestran Guardian

Total XP **26,000**Race **Dwarf**Size **Medium**Age **Male**Height **4'5"**Weight **220lbs**Alignment **Unaligned**

Epic Destiny

Nasty Midnighters

RPGA Number

Race **Dwarf**Size **Medium**Age **Male**Height **4'5"**Weight **220lbs**Alignment **Unaligned**

Deity

Adventuring Company

RPGA Number

## INITIATIVE

SCORE	DEX	1/2 LVL	MISC
<b>8</b>	<b>2</b>	<b>5</b>	<b>1</b>

CONDITIONAL MODIFIERS

## DEFENSES

SCORE	DEFENSE	10 +	ARMOR/	CLASS	FEAT	ENH	MISC	MISC
		1/2 LVL	ABIL					
<b>22</b>	<b>AC</b>	<b>15</b>	<b>5</b>			<b>2</b>		

CONDITIONAL BONUSES

## MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
<b>5</b>	<b>Speed (Squares)</b>	<b>5</b>		

SPECIAL MOVEMENT

## ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
<b>20</b>	<b>STR</b> Strength	<b>5</b>	<b>10</b>
<b>17</b>	<b>CON</b> Constitution	<b>3</b>	<b>8</b>
<b>15</b>	<b>DEX</b> Dexterity	<b>2</b>	<b>7</b>
<b>14</b>	<b>INT</b> Intelligence	<b>2</b>	<b>7</b>
<b>18</b>	<b>WIS</b> Wisdom	<b>4</b>	<b>9</b>
<b>14</b>	<b>CHA</b> Charisma	<b>2</b>	<b>7</b>

SCORE	DEFENSE	10 +	ARMOR/	CLASS	FEAT	ENH	MISC	MISC
		1/2 LVL	ABIL					
<b>21</b>	<b>FORT</b>	<b>15</b>	<b>5</b>	<b>1</b>				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 +	ARMOR/	CLASS	FEAT	ENH	MISC	MISC
		1/2 LVL	ABIL					
<b>18</b>	<b>REF</b>	<b>15</b>	<b>2</b>	<b>1</b>				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 +	ARMOR/	CLASS	FEAT	ENH	MISC	MISC
		1/2 LVL	ABIL					
<b>19</b>	<b>WILL</b>	<b>15</b>	<b>4</b>					

CONDITIONAL BONUSES

## SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<b>19</b>	<b>Passive Insight</b>	<b>10</b>	<b>+</b> <b>9</b>

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<b>24</b>	<b>Passive Perception</b>	<b>10</b>	<b>+</b> <b>14</b>

SPECIAL SENSES  
Low-light Vision

## ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Lightning Warhammer +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+14</b>	<b>5</b>	<b>5</b>		<b>2</b>		<b>2</b>	

ABILITY: Hit and Run - Lightning Warhammer +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+14</b>	<b>5</b>	<b>5</b>		<b>2</b>		<b>2</b>	

ABILITY: Enclose the Prey - Lightning Warhammer +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+14</b>	<b>5</b>	<b>5</b>		<b>2</b>		<b>2</b>	

ABILITY: Paired Predators - Lightning Warhammer +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+14</b>	<b>5</b>	<b>5</b>		<b>2</b>		<b>2</b>	

ABILITY: Driving the Quarry - Lightning Warhammer +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+14</b>	<b>5</b>	<b>5</b>		<b>2</b>		<b>2</b>	

ABILITY: Beast Rush - Lightning Warhammer +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+15</b>							<b>15</b>

ABILITY: Ranged Basic Attack - Longbow

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+9</b>	<b>5</b>	<b>2</b>		<b>2</b>			

## HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
<b>79</b>	<b>39</b>	<b>22</b>
	1/2 HP	1/4 HP

CURRENT HIT POINTS	CURRENT SURGE USES

## SECOND WIND 1/ENCOUNTER

USED 

TEMPORARY HIT POINTS

## DEATH SAVING THROW FAILURES

SAVING THROW MODS +5 Racial bonus against poison

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

**Dwarven Weapon Proficiency** - Proficient with throwing h**Cast-Iron Stomach** - +5 bonus to saving throws against po**Encumbered Speed** - Armor or heavy load doesn't reduce y**Dwarven Resilience** - Second wind is minor action, not star**Stand Your Ground** - Can move 1 less when forced to move

## DAMAGE WORKSPACE

ABILITY: Ranged Basic Attack - Longbow

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d10+2</b>	<b>2</b>				

## BASIC ATTACKS

ATTACK vs DEFENSE WEAPON OR POWER DAMAGE

<b>14</b>	vs	<b>AC</b>	Lightning Warhammer +2	1d10+12
-----------	----	-----------	------------------------	---------

<b>9</b>	vs	<b>AC</b>	Longbow	1d10+2
----------	----	-----------	---------	--------

<b>10</b>	vs	<b>AC</b>	Unarmed (Melee)	1d4+7
-----------	----	-----------	-----------------	-------

<b>7</b>	vs	<b>AC</b>	Unarmed (Range)	1d4+2
----------	----	-----------	-----------------	-------

## FEATS

**Dwarven Weapon Training** - +2 damage and proficiency

with axes and hammers

**Beast Protector** - Attack against beast provokes

opportunity attack from you

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

d8s

**Power Attack** - +2 damage for -2 to attack**Resilience of Stone** - Use second wind as immediate

interrupt when damaged

## SKILLS

BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
<b>6</b>	<b>Acrobatics</b>	DEX	<b>7</b>	<b>0</b>	<b>-1</b>	<b>0</b>
<b>7</b>	<b>Arcana</b>	INT	<b>7</b>	<b>0</b>	n/a	<b>0</b>
<b>9</b>	<b>Athletics</b>	STR	<b>10</b>	<b>0</b>	<b>-1</b>	<b>0</b>
<b>7</b>	<b>Bluff</b>	CHA	<b>7</b>	<b>0</b>	n/a	<b>0</b>
<b>7</b>	<b>Diplomacy</b>	CHA	<b>7</b>	<b>0</b>	n/a	<b>0</b>
<b>11</b>	<b>Dungeoneering</b>	WIS	<b>9</b>	<b>0</b>	n/a	<b>2</b>
<b>14</b>	<b>Endurance</b>	CON	<b>8</b>	<b>5</b>	<b>-1</b>	<b>2</b>
<b>14</b>	<b>Heal</b>	WIS	<b>9</b>	<b>5</b>	n/a	<b>0</b>
<b>7</b>	<b>History</b>	INT	<b>7</b>	<b>0</b>	n/a	<b>0</b>
<b>9</b>	<b>Insight</b>	WIS	<b>9</b>	<b>0</b>	n/a	<b>0</b>
<b>7</b>	<b>Intimidate</b>	CHA	<b>7</b>	<b>0</b>	n/a	<b>0</b>
<b>14</b>	<b>Nature</b>	WIS	<b>9</b>	<b>5</b>	n/a	<b>0</b>
<b>14</b>	<b>Perception</b>	WIS	<b>9</b>	<b>5</b>	n/a	<b>0</b>
<b>7</b>	<b>Religion</b>	INT	<b>7</b>	<b>0</b>	n/a	<b>0</b>
<b>11</b>	<b>Stealth</b>	DEX	<b>7</b>	<b>5</b>	<b>-1</b>	<b>0</b>
<b>7</b>	<b>Streetwise</b>	CHA	<b>7</b>	<b>0</b>	n/a	<b>0</b>
<b>6</b>	<b>Thievery</b>	DEX	<b>7</b>	<b>0</b>	<b>-1</b>	<b>0</b>

## CLASS / PATH / DESTINY FEATURES

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

Fighting Style.

**Beast Mastery** - Gain beast companion; give up Prime

Shot, no Archer or Two-Blade Fighting Style

**Hunter's Quarry** - Minor action, designate nearest enemy

you see as quarry; deal extra damage to quarry once per

round.

**Guardian Action (Shinaelestran Guardian)****Guardian Defense**

## LANGUAGES KNOWN

Common, Dwarven



CHARACTER NAME  
**Jarbonius Stonehammer**

PLAYER NAME  
**Jared**

RACE Dwarf CLASS Ranger LEVEL 11

SCORE	ABILITY	MOD
HP	STR	+5
79	CON	+3
Spd	DEX	+2
5	INT	+2
Init	WIS	+4
+8	CHA	+2

AC	22
Fort	21
Ref	18
Will	19

19 Passive Insight 24 Passive Perception

Skills


6	Acrobatics	DEX
7	Arcana	INT
9	Athletics	STR
7	Bluff	CHA
7	Diplomacy	CHA
11	Dungeoneering	WIS
14	Endurance	CON (Trained)
14	Heal	WIS (Trained)
7	History	INT
9	Insight	WIS
7	Intimidate	CHA
14	Nature	WIS (Trained)
14	Perception	WIS (Trained)
7	Religion	INT
11	Stealth	DEX (Trained)
7	Streetwise	CHA
6	Thievery	DEX

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS

**Guardian Action (Shinaelestran Guardian):**  
When you spend an action point to take an extra action, you can shift a number of squares equal to your Wisdom modifier as a free action before or after the extra action. In addition, you gain a +2 bonus to attack rolls until the end of your turn.



**Effect:** Gain a standard action this turn.  
**Special:** You are reset to one action point when you take an extended rest. You gain an action point each milestone.

PLAY DATA DUNGEONS & DRAGONS

Second Wind

KEYWORDS: Minor, Personal, ACTION, RANGE

AT-WILL  ENCOUNTER  DAILY

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  
Second wind is a minor action for dwarves.

CLASS LEVEL BOOK PH

PLAY DATA DUNGEONS & DRAGONS

Melee Basic Attack

KEYWORDS: Weapon

Standard	* ↓ ↘	Melee weapon
ACTION	← *	RANGE
14	vs	AC
ATTACK	DEFENSE	TARGET

**Attack:** Strength vs. AC  
**Hit:** 1[W] + Strength modifier (+5) damage. Increase damage to 2[W] + Strength modifier (+5) at 21st level.  
**Special:** You can use an unarmed attack as a weapon to make a melee basic attack.

Lightning Warhammer +2: +14 attack, 1d10+12 damage  
Unarmed: +10 attack, 1d4+7 damage

ADDITIONAL EFFECTS  
+2d8 to damage once per round (Hunter's Quarry)

CLASS LEVEL \* BOOK PH

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Ranged Basic Attack

KEYWORDS: Weapon

Standard	↓ * ↘	Ranged weapon
ACTION	← *	RANGE
9	vs	AC
ATTACK	DEFENSE	TARGET

**Attack:** Dexterity vs. AC  
**Hit:** 1[W] + Dexterity modifier (+2) damage. Increase damage to 2[W] + Dexterity modifier (+2) at 21st level.  
**Special:** Weapons with the heavy thrown property use Strength instead of Dexterity for attack rolls and damage rolls. Warlocks can use eldritch blast as a ranged basic attack, and wizards can use magic missile as a ranged basic attack.

Longbow: +9 attack, 1d10+2 damage  
Unarmed: +7 attack, 1d4+2 damage

ADDITIONAL EFFECTS  
+2d8 to damage once per round (Hunter's Quarry)

CLASS LEVEL \* BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

Beast Melee Basic Attack

KEYWORDS: Implement

Standard	* ↓ ↘	Melee
ACTION	← *	RANGE
15	vs	AC
ATTACK	DEFENSE	TARGET

**Attack:** Beast's attack bonus vs. AC  
**Hit:** 1[B] + beast's ability modifier damage.

Unarmed: +15 attack, 1d8+5 damage

ADDITIONAL EFFECTS  
+2d8 to damage once per round (Hunter's Quarry)

CLASS LEVEL \* BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Hunter's Quarry

KEYWORDS: Minor

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. 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 DUNGEONS & DRAGONS

Hit and Run

KEYWORDS: Martial, Weapon

Standard	* ↓ ↘	Melee weapon
ACTION	← *	RANGE
14	vs	AC
ATTACK	DEFENSE	TARGET





**Attack:** Strength vs. AC  
**Hit:** 1[W] + Strength modifier (+5) damage. Increase damage to 2[W] + Strength modifier (+5) at 21st level.  
**Effect:** If you move in the same turn after this attack, leaving the first square adjacent to the target does not provoke an opportunity attack from the target.

Lightning Warhammer +2: +14 attack, 1d10+12 damage  
Unarmed: +10 attack, 1d4+7 damage

ADDITIONAL EFFECTS  
+2d8 to damage once per round (Hunter's Quarry)

CLASS Ranger LEVEL 1 BOOK PH

### Predator Strike

KEYWORDS		Beast, Martial	USED
Standard	*  	Melee beast 1	
<b>ACTION</b>	 	<b>RANGE</b>	
15	vs	AC	One creature adjacent to you
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Beast's attack bonus vs. AC  
**Hit:** 1[B] + beast's Strength modifier (+3) + your Wisdom modifier (+4) damage.  
 Increase damage to 2[B] + beast's Strength modifier (+3) + your Wisdom modifier (+4) at 21st level.





Unarmed: +15 attack, 1d8+9 damage

ADDITIONAL EFFECTS  
 +2d8 to damage once per round (Hunter's Quarry)

CLASS	Ranger	LEVEL	1	BOOK	MP
-------	--------	-------	---	------	----

**AT-WILL POWER** 

### Enclose the Prey

KEYWORDS		Beast, Martial, Weapon	USED
Standard	*  	Melee weapon (beast 1)	
<b>ACTION</b>	 	<b>RANGE</b>	
14	vs	AC	One creature designated as your quarry
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Effect:** Before the attack, both you and your beast companion can shift 2 squares.  
**Attack:** Strength vs. AC  
**Hit:** 2[W] + Strength modifier (+5) damage.  
**Beast:** If your companion is a cat, a spider, or a wolf, the attack deals extra damage equal to your Wisdom modifier (+4).





Lightning Warhammer +2: +14 attack, 2d10+16 damage  
 Unarmed: +10 attack, 2d4+7 damage

ADDITIONAL EFFECTS  
 +2d8 to damage once per round (Hunter's Quarry)

CLASS	Ranger	LEVEL	1	BOOK	MP
-------	--------	-------	---	------	----

**ENCOUNTER POWER** 

### Paired Predators

KEYWORDS		Beast, Martial, Weapon	USED
Standard	*  	Melee weapon	
<b>ACTION</b>	 	<b>RANGE</b>	
14	vs	AC	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Strength vs. AC  
**Hit:** 2[W] + Strength modifier (+5) damage.  
**Effect:** Your beast companion can make a melee basic attack against a target within its reach as a free action.  
**Beast:** If your companion is a boar, a lizard, or a wolf, the attacks deal extra damage equal to your Wisdom modifier (+4).





Lightning Warhammer +2: +14 attack, 2d10+12 damage  
 Unarmed: +10 attack, 2d4+7 damage

ADDITIONAL EFFECTS  
 +2d8 to damage once per round (Hunter's Quarry)

CLASS	Ranger	LEVEL	3	BOOK	MP
-------	--------	-------	---	------	----

**ENCOUNTER POWER** 

### Beast Rush

KEYWORDS		Beast, Martial, Weapon	USED
Standard	*  	Melee weapon (beast 1)	
<b>ACTION</b>	 	<b>RANGE</b>	
15	vs	AC	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Effect:** Before the primary attack, your beast companion can shift a number of squares equal to your Wisdom modifier.  
**Primary Attack:** Beast's attack bonus vs. AC  
**Hit:** 1[B] + beast's Strength modifier (+3) damage.  
**Beast:** If your companion is a boar, a cat, a raptor, or a wolf, the primary attack deals extra damage equal to your Wisdom modifier (+4).  
**Effect:** You make a secondary attack against the target.  
**Secondary Attack:** Strength vs. AC  
**Hit:** 1[W] + Strength modifier (+5) damage.





Lightning Warhammer +2: +15 attack, 1d8+5 damage  
 Unarmed: +15 attack, 1d8+5 damage

ADDITIONAL EFFECTS  
 +2d8 to damage once per round (Hunter's Quarry)

CLASS	Ranger	LEVEL	7	BOOK	MP
-------	--------	-------	---	------	----

**ENCOUNTER POWER** 

### Eager Pursuit

KEYWORDS		Martial, Weapon	USED
Standard	 * 	Ranged weapon	
<b>ACTION</b>	 	<b>RANGE</b>	
9	vs	AC	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Dexterity vs. AC  
**Hit:** 3[W] + Dexterity modifier (+2) damage.  
**Effect:** Until the end of your next turn, you gain a +2 bonus to attack rolls against the target. The first time the target moves during its next turn, you can shift a number of squares equal to your Wisdom modifier (+4) as an immediate reaction. You must end the shift closer to the target than you were when you began the shift.

Longbow: +9 attack, 3d10+2 damage  
 Unarmed: +7 attack, 3d4+2 damage

ADDITIONAL EFFECTS  
 +2d8 to damage once per round (Hunter's Quarry)

CLASS	Shinaelestran Guardian	LEVEL	11	BOOK	MP2
-------	------------------------	-------	----	------	-----

**ENCOUNTER POWER** 

### Partnered Savaging

KEYWORDS		Beast, Martial	USED
Standard	*  	Melee beast 1	
<b>ACTION</b>	 	<b>RANGE</b>	
15	vs	AC	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Beast's attack bonus vs. AC  
**Hit:** 2[B] + beast's Strength modifier (+3) damage.  
**Miss:** Half damage.  
**Effect:** If the target is your quarry, you can shift 3 squares and make a basic attack against it.





Unarmed: +15 attack, 2d8+5 damage

ADDITIONAL EFFECTS  
 +2d8 to damage once per round (Hunter's Quarry)

CLASS	Ranger	LEVEL	1	BOOK	MP
-------	--------	-------	---	------	----

**DAILY POWER** 

### Driving the Quarry

KEYWORDS		Beast, Martial, Weapon	USED
Standard	*  	Melee weapon (beast 1)	
<b>ACTION</b>	 	<b>RANGE</b>	
14	vs	AC	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Strength vs. AC  
**Hit:** 2[W] + Strength modifier (+5) damage.  
**Miss:** Half damage.  
**Effect:** If the target is your quarry, you slide it 2 squares and slide your beast companion 2 squares, ending its movement adjacent to the target. If the target is your quarry and is also bloodied, you instead slide the beast 4 squares.  
**Beast:** If your companion is a cat, a raptor, a spider, or a wolf, you can slide it to any square adjacent to the target.





Lightning Warhammer +2: +14 attack, 2d10+12 damage  
 Unarmed: +10 attack, 2d4+7 damage

ADDITIONAL EFFECTS  
 +2d8 to damage once per round (Hunter's Quarry)

CLASS	Ranger	LEVEL	1	BOOK	MP
-------	--------	-------	---	------	----

**DAILY POWER** 

### Marked for Death


KEYWORDS		Martial, Reliable, Weapon	USED
Standard	*  * 	Melee or Ranged weapon	
<b>ACTION</b>	 	<b>RANGE</b>	
14	vs	AC	One creature designated as your quarry
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Strength (melee) or Dexterity (ranged) vs. AC  
**Hit:** 3[W] + Strength modifier (+5) (melee) or Dexterity modifier (+2) (ranged) damage, and you mark the target until the end of your next turn. Until the end of the encounter, your Hunter's Quarry deals two extra dice of Hunter's Quarry damage against the target.





Lightning Warhammer +2: +14 attack, 3d10+12 damage  
 Longbow: +9 attack, 2 damage  
 Unarmed (Melee): +10 attack, 3d4+7 damage  
 Unarmed (Range): +10 attack, 3d4+5 damage

ADDITIONAL EFFECTS  
 +2d8 to damage once per round (Hunter's Quarry)

CLASS	Ranger	LEVEL	9	BOOK	MP2
-------	--------	-------	---	------	-----

**DAILY POWER** 

### Unbalancing Parry

KEYWORDS		Martial, Weapon	USED
Imm React	*  	Melee 1	
<b>ACTION</b>	 	<b>RANGE</b>	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

**Trigger:** An enemy misses you with a melee attack  
**Effect:** You slide the enemy three squares into a square adjacent to you and gain combat advantage against it until the end of your next turn.

ADDITIONAL EFFECTS

CLASS	Ranger	LEVEL	2	BOOK	PH
-------	--------	-------	---	------	----

**UTILITY POWER** 

### Weave Through the Fray

KEYWORDS	Martial	USED
Imm Interr		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Trigger:** An enemy moves adjacent to you  
**Effect:** You can shift a number of squares equal to your Wisdom modifier (+4).

ADDITIONAL EFFECTS

CLASS	Ranger	LEVEL	6	BOOK	PH
-------	--------	-------	---	------	----

UTILITY POWER

### Open the Range

KEYWORDS	Martial	USED
Imm Interr		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> 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

### Lightning Warhammer +2

1d10	2	Hammer	
DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		10	+2d6 lightning damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES  
Versatile

Melee Basic Attack: +14 attack, 1d10+12 damage

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
----------------------------------	------------------------------------	--------------------------------

POWER

**Power (At-Will • Lightning):** Free Action. All damage dealt by this weapon is lightning damage. Another free action returns the damage to normal.  
**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 1d6 lightning damage.

ITEM SLOT	One-hand	WEIGHT	5	PRICE	5000	BOOK	PH
-----------	----------	--------	---	-------	------	------	----

MAGIC WEAPON

### Summoned Hide Armor +2

3	-1	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+2 AC		6	Armor
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
----------------------------------	------------------------------------	--------------------------------

POWER

**Power (At-Will):** Minor Action. You banish this armor to a secure extradimensional location. At any point in the future, unless you are wearing armor, you can use another minor action to recall the armor. The armor appears on you as though you had donned it normally.

ITEM SLOT	Body	WEIGHT	25	PRICE	1800	BOOK	PH
-----------	------	--------	----	-------	------	------	----

MAGIC ITEM

### Helm of Battle (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
ENHANCEMENT		9	Head Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES  
You and each ally within 5 squares of you gain a +1 item bonus to initiative checks.

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
----------------------------------	------------------------------------	--------------------------------

POWER

ITEM SLOT	Head	WEIGHT	0	PRICE	4200	BOOK	PH
-----------	------	--------	---	-------	------	------	----

MAGIC ITEM

### Baldric of Tactical Positioning (heroic ti)

			1
AC BONUS	CHECK	SPEED	QUANTITY
ENHANCEMENT		8	Waist Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
----------------------------------	------------------------------------	--------------------------------

POWER

**Power (Encounter):** Minor Action. Choose one square adjacent to you. That square counts as an ally for the purpose of flanking until the end of your next turn.

ITEM SLOT	Waist	WEIGHT	0	PRICE	3400	BOOK	AV
-----------	-------	--------	---	-------	------	------	----

MAGIC ITEM

### Dwarven Greaves (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
ENHANCEMENT		7	Feet Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
----------------------------------	------------------------------------	--------------------------------

POWER

**Power (Daily):** Immediate Interrupt. You can use this power when you are hit by a power that has a pull, a push, or a slide effect. You negate the forced movement.

ITEM SLOT	Feet	WEIGHT	0	PRICE	2600	BOOK	PH
-----------	------	--------	---	-------	------	------	----

MAGIC ITEM

### Recalling Harness (epic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
ENHANCEMENT		28	Companion Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
----------------------------------	------------------------------------	--------------------------------

POWER

**Power (Encounter):** Immediate Interrupt. Use this power when an attack bloodies you or drops you to 0 hit points or fewer. Your companion teleports any number of squares into an unoccupied square adjacent to you. You need not have line of sight to your companion to use this power. This power gains the teleportation keyword.

ITEM SLOT	Companion	WEIGHT	0	PRICE	2125000	BOOK	AV
-----------	-----------	--------	---	-------	---------	------	----

MAGIC ITEM

### Iron Armbands of Power (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
ENHANCEMENT		6	Arms Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES  
Gain a +2 item bonus to melee damage rolls.

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
----------------------------------	------------------------------------	--------------------------------

POWER

ITEM SLOT	Arms	WEIGHT	0	PRICE	1800	BOOK	AV
-----------	------	--------	---	-------	------	------	----

MAGIC ITEM