

NIMBLE STRIKE

 At-Will — Martial, Weapon

Standard Action Ranged Weapon

Special: Shift 1 square before or after you attack.

Target: One creature
Attack: Dexterity vs. AC

Hit: 1[W]+Dexterity modifier damage.

You slink past your enemy's guard to make your attack, or you make your attack and then withdraw to a more advantageous position.



Ranger Attack - 1st Daniel Rivera

TWIN STRIKE

 At-Will — Martial, Weapon

Standard Action Weapon

Requirement: You must be wielding two melee weapons or a ranged weapon.

Targets: One or two creatures

Attack: Strength vs. AC (*melee; main weapon and off-hand weapon*) or Dexterity vs. AC (*ranged*), two attacks

Hit: 1[W] damage per attack.

If the first attack doesn't kill it, the second one might.



Ranger Attack - 1st Daniel Rivera

TWO-FANGED STRIKE

 Encounter — Martial, Weapon

Standard Action Weapon

Requirement: two melee weapons or 1 ranged

Target: One creature
Attack: Strength vs. AC (*melee; main weapon and off-hand weapon*) or Dexterity vs. AC (*ranged*), two attacks

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

You sink two arrows or both of your blades into the flesh of your enemy, causing it to howl in pain.



Ranger Attack - 1st Daniel Rivera

SPLIT THE TREE

 Daily — Martial, Weapon

Standard Action Ranged Weapon

Targets: Two creatures within 3 squares of each other
Attack: Ranged vs. AC. Make two attack rolls, take the better result, and apply it to both targets.

Hit: 2[W] + Str or Dex damage.

You fire two arrows at once, which separate in mid-flight to strike two different targets.



Ranger Attack - 1st Daniel Rivera

SECOND WIND

 Encounter — Healing

Standard Action Personal

Effect: Once per encounter, you can spend a healing surge to regain hit points. In addition to the damage healed, you gain a +2 bonus to all defenses until the start of your next turn.

-LIFE-





Game Mechanic - Daniel Rivera

ELVEN ACCURACY

 Encounter

Free Action Personal

Effect: Once per an encounter reroll an attack roll, keep the second roll even if it is lower.

With an instant of focus, you take careful aim at your foe and strike with the legendary accuracy of the elves.



Elven Racial Power - 1st Daniel Rivera