



AC	Fort	Ref	Will	Hit Points (Bloodied 11, Full 22)
17	12	17	13	22

Action Points	Death Saves	Healing Surges (Value 5)
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Strength	bonus 0	check 0	10
athletics + 5			
Constitution	bonus 0	check 0	10
endurance + 5			
Dexterity	bonus 5	check 5	20
acrobatics + 10			
stealth + 10			
thievery + 5			
Intelligence	bonus -1	check -1	8
arcana - 1			
history - 1			
religion - 1			
Wisdom	bonus 2	check 2	14
dungeoneering + 2			
heal + 7			
insight + 2			
nature + 7			
perception + 2			
Charisma	bonus 0	check 0	11
bluff - 0			
diplomacy - 0			
intimidate - 0			
streetwise - 0			

**Melee Basic Attack** At-Will

**Standard Action** **Melee weapon**  
**Target:** One creature **Attack:** +0 vs AC  
**Hit:** 1d4+Strength damage.

**Ranged Basic Attack** At-Will

**Standard Action** **Ranged weapon**  
**Target:** One creature **Attack:** +8 vs AC  
**Hit:** 1d6+Dexterity+2 damage.

**Heroic Effort** Encounter

**Trigger:** You miss with an attack or fail a saving throw. **Personal**  
**Effect:** You gain a +4 racial bonus to the attack roll or the saving throw.

**Hunter's Quarry** At-Will

**Minor Action**  
**Effect:** 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 0. 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.  
 <table>Level Hunter's Quarry Extra Damage  
 1st-10th +1d6

**Nimble Strike** At-Will

**Standard Action** **Ranged weapon**  
**Target:** One creature **Attack:** +8 vs AC  
**Special:** Shift 1 square before or after you attack.  
**Hit:** 1d6+Dexterity+2 damage.

**Twin Strike** At-Will

**Standard Action** **Melee or Ranged weapon**  
**Hit:** 1d6+2 damage per attack. **Attack:** +8 vs AC

**Evasive Strike** Encounter

**Standard Action** **Melee or Ranged weapon**  
**Target:** One creature **Attack:** +8 vs AC  
**Special:** You can shift 3 squares either before or after the attack.  
**Hit:** 2d6+Dexterity+2 damage (melee) or 2d6+Dexterity+2 damage (ranged).

**Split the Tree** Daily

**Standard Action** **Ranged weapon**  
**Hit:** 2d6+Dexterity+2 damage. **Attack:** +8 vs AC

**Racial Traits**

**Bonus Feat:** Choose an extra feat at 1st level.  
**Bonus Skill:** Trained in one additional class skill.  
**Robot Defense Bonuses:** +1 to Fortitude, Reflex, and Will.  
**Robot Power Selection:** Choose an option for your human character.

**Class Features**

**Archer Fighting Style:** Gain Defensive Mobility as a bonus feat.  
**Hunter's Quarry:** Minor action, designate nearest enemy you see as quarry; deal extra damage to quarry once per round.  
**Running Attack:** +1 to attack rolls after moving 2+ squares with standard action attack allowing movement

**Feats**

**Defensive Mobility:** +2 to AC against opportunity attacks  
**Light Blade Expertise:** When wielding a light blade: +1/2/3 (by tier) to attack rolls, +1/2/3 (by tier) damage vs. creatures granting combat advantage to you  
**Rolling Cutter Training:** +2 damage and proficiency with drow long knife and rolling cutter

Initiative 5

Speed 6