



DUNGEONS & DRAGONS®

a		CHARACTER NAME	
Class: <u>Ranger</u>	Level: <u>4</u>		
Race: <u>Drow</u>	Gender: _____		
Alignment: _____			
Languages: <u>Common, Elven</u>			

ABILITIES AND SKILLS

10	Strength	MODIFIER	0	CHECK	2
Strength measures your physical power.					
Athletics	Trained	MISC.	CHECK	9	
14	Constitution	MODIFIER	2	CHECK	4
Constitution represents health, stamina, and vital force.					
Endurance	Trained	MISC.	CHECK	9	
20	Dexterity	MODIFIER	5	CHECK	7
Dexterity measures coordination, agility, and balance.					
Acrobatics	Trained	MISC.	CHECK	12	
Stealth	Trained	MISC.	CHECK	14	
Thievery	Trained	MISC.	CHECK	7	
8	Intelligence	MODIFIER	-1	CHECK	1
Intelligence describes how well you learn and reason.					
Arcana	Trained	MISC.	CHECK	1	
History	Trained	MISC.	CHECK	1	
Religion	Trained	MISC.	CHECK	1	
16	Wisdom	MODIFIER	3	CHECK	5
Wisdom measures common sense, self-discipline, and empathy.					
Dungeoneering	Trained	MISC.	CHECK	5	
Heal	Trained	MISC.	CHECK	5	
Insight	Trained	MISC.	CHECK	5	
Nature	Trained	MISC.	CHECK	10	
Perception	Trained	MISC.	CHECK	10	
14	Charisma	MODIFIER	2	CHECK	4
Charisma measures force of personality and leadership.					
Bluff	Trained	MISC.	CHECK	4	
Diplomacy	Trained	MISC.	CHECK	4	
Intimidate	Trained	MISC.	CHECK	6	
Streetwise	Trained	MISC.	CHECK	4	

COMBAT STATISTICS

7

Initiative

Roll initiative to determine the turn order in combat.

6

Speed

Your speed is the number of squares you can move with a move action.

DEFENSES

20

Armor Class (AC)

CALCULATIONS

AC measures how hard it is to physically land an attack on you.

16

Fortitude

CALCULATIONS

Fortitude measures your toughness and resilience.

19

Reflex

CALCULATIONS

Reflex measures your ability to deflect or dodge attacks.

16

Will

CALCULATIONS

Will measures your strength of will and self-discipline.

5

Attack Bonus

Melee Basic 1d6

10

Attack Bonus

Ranged Basic 1d8+6

When you attack, roll a d20 and add your attack bonus. Compare the result to the monster's defense to see if you hit. If you do hit, roll damage.

41

Hit Points

Bloodied

20

Your hit points measure the damage you can take before falling unconscious. Your bloodied value is half of your hit points (rounded down).

Healing Surge Value

10

Surges Per Day

8

When you spend a healing surge, you regain hit points equal to your healing surge value, which is one-quarter of your hit points (rounded down).

CURRENT HIT POINTS

Temporary Hit Points

Surges Remaining

ACTIONS IN COMBAT

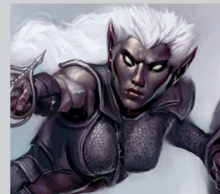
On your turn in combat, you can take three actions:

A standard action, which is usually an attack

A move action, which involves movement

A minor action, which is simple and quick

You can give up an action to take another action from lower on the list, so you can take a move or a minor action instead of a standard action or a minor action instead of a move action.



a

Player Name

Character Name

Racial Features

Trance (Drow)

Meditate aware 4 hours instead of sleep.

Lolthtouched

You have your choice of either the cloud of darkness or darkfire power

Fey Origin

Your origin is fey, not natural

Intimidate Bonus

Stealth Bonus

Class/Other Features

Fighting Style

Choose Archer Fighting Style, Two-Blade Fighting Style, Beast Mastery, Marauder Fighting Style, Hunter Fighting Style.

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.

Prime Shot

If no allies are closer to target than you, get +1 on ranged attacks against that target.

Feats

Defensive Mobility

+2 to AC against opportunity attacks

Twilight Adept

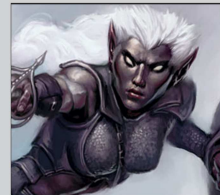
Rogue: training in Stealth, Cunning Sneak 1/ encounter

Ruthless Hunter

Your hand crossbow deals 1d8 damage, gains high crit property

Two-Fisted Shooter

Treat hand crossbow as off-hand weapon, reload one-handed (free action), critical hits grant free off-hand ranged basic attack



Player Name _____

a
Character Name _____

Character Details

Mannerisms and Appearance

Personality Traits

Theme

Background

Hellion

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Cloak of Distortion +1

Arms

Hands

Rings

Rings

Off Hand

Magic Hand Crossbow +1

Main Hand

Targeting Hand Crossbow +1

Waist

Armor

Shadowdance Leather...

Feet

Tattoo

Ki Focus

Other Equipment

2 Short sword
2 Potion of Healing (heroic tier)
2 Potion of Clarity (level 5)
1 Potion of Water Walking (heroic tier)
1 Freezing Arrow +1
1 Attention-Stealing Bullet +1
1 Adventurer's Kit

Total Weight (lbs.)

56

Carrying
Capacity (lbs.)

Coins and Other Wealth

Normal 100

Heavy 200

Max 500

Melee Basic Attack

At-Will ♦ Standard Action

Short sword: +5 vs. AC, 1d6 damage

Melee weaponTarget: One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+0) damage.

Level 21: 2[W] + Str modifier (+0) damage.

Additional Effects

+1d6 to damage once per round (Hunter's Quarry)

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Targeting Hand Crossbow +1: +10 vs. AC, 1d8+6 damage

Ranged weaponTarget: One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+5) damage.

Level 21: 2[W] + Dex modifier (+5) damage.

Additional Effects

+1d6 to damage once per round (Hunter's Quarry)

+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

Basic Attack

Cloud of Darkness

Encounter ♦ Minor Action

Close burst 1

A shroud of blackness descends around you, hiding you from sight.

Effect: The burst creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. You are immune to these effects.

Additional Effects

Drow Racial PowerUsed ☐

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 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.

LevelHunter's Quarry Extra Damage

1st-10th+1d6

11th-20th+2d6

21st-30th+3d6

Additional Effects

Hunter's QuarryPower

Twin Strike

At-Will ♦ Standard Action

Targeting Hand Crossbow +1: +10 vs. AC, 1d8+1 damage

Melee or Ranged weaponTargets: One or two creatures

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

Keywords: Martial, Weapon

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

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

Hit: 1[W] damage per attack.

Additional Effects

+1d6 to damage once per round (Hunter's Quarry)

+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

Ranger Attack 1

Nimble Strike

At-Will ♦ Standard Action

Targeting Hand Crossbow +1: +10 vs. AC, 1d8+6 damage

Ranged weaponTarget: One creature

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

Keywords: Martial, Weapon

Special: Shift 1 square before or after you attack.

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+5) damage.

Additional Effects

+1d6 to damage once per round (Hunter's Quarry)

+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

Ranger Attack 1

Two-Fanged Strike

Encounter ♦ Standard Action

Targeting Hand Crossbow +1: +10 vs. AC, 1d8+6 damage

Melee or Ranged weaponTarget: One creature

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

Keywords: Martial, Weapon

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

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

Hit: 1[W] + Str modifier (+0) damage (melee) or 1 [W] + Dex modifier (+5) damage (ranged) per attack. If both attacks hit, you deal extra damage equal to your Wis modifier (+3).

Additional Effects

+1d6 to damage once per round (Hunter's Quarry)

+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

Ranger Attack 1Used ☐

Sure Shot

Daily ♦ Standard Action

Targeting Hand Crossbow +1: +10 vs. AC, 3d8+6 damage

Ranged weaponTarget: One creature

You line up your shot with meticulous care to strike at your foe's vital organs.

Keywords: Martial, Weapon

Attack: Dexterity vs. AC. You can reroll the attack roll but must use the second result.

Hit: 3[W] + Dex modifier (+5) damage. You can reroll each damage die once but must use the second result.

Additional Effects

+1d6 to damage once per round (Hunter's Quarry)

+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

Ranger Attack 1Used ☐

Invigorating Stride

Encounter ♦ Move Action

Personal

You back away from danger and catch your breath.

Keywords: Healing, Martial

Effect: You shift a number of squares equal to your Wis modifier (+3) and must not end the shift adjacent to any enemy. You can use your second wind.

Additional Effects

Ranger Utility 2Used ☐

Disruptive Strike

Encounter ♦ Immediate Interrupt

Targeting Hand Crossbow +1: +10 vs. AC, 1d8+6 damage

Melee or Ranged weapon

Target: The attacking creature

You thwart an enemy's attack with a timely thrust of your blade or a quick shot from your bow.

Keywords: Martial, Weapon

Trigger: You or an ally is attacked by a creature

Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged)

Hit: 1[W] + Str modifier (+0) damage (melee) or 1 [W] + Dex modifier (+5) damage (ranged). The target takes a penalty to its attack roll for the triggering attack equal to 3 + your Wis modifier (+3).

Additional Effects

+1d6 to damage once per round (Hunter's Quarry)

+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

Ranger Attack 3

Used ☐

Magic Hand Crossbow +1

Weapon ♦ Level 1

Damage: 1d8

Proficiency Bonus: 2

Range: 10/20

Properties: Load Free, High Crit, Off-Hand

Enhancement: +1 attack rolls and damage rolls

Critical: +1d6 damage

Targeting Hand Crossbow +1

Weapon ♦ Level 3

Damage: 1d8

Proficiency Bonus: 2

Range: 10/20

Properties: Load Free, High Crit, Off-Hand

Enhancement: +1 attack rolls and damage rolls

Critical: +1d6 damage per plus, and the target grants combat advantage until the end of your next turn.

Power (Daily): Free Action. Trigger: You hit an enemy with an attack using this weapon. Effect: Until the end of your next turn, you and your allies can roll twice on attack rolls against that enemy and use either result.

Shadowdance Leather...

Armor ♦ Level 5

Armor Bonus: 2

Enhancement: +1 AC

Property: Your area and ranged attacks don't provoke opportunity attacks.

Power (Daily): Free Action. Trigger: You move more than 3 squares. Effect: In bright light, your space and all adjacent squares become shrouded in dim light until the end of your next turn. If you were already in dim light, your space and all adjacent squares become dark, blocking line of sight, until the end of your next turn. You can see perfectly in this area of dim light or darkness.

Cloak of Distortion +1

Neck Slot Item ♦ Level 4

Enhancement: +1 Fortitude, Reflex, and Will

Property: You gain an item bonus to all defenses against ranged attacks from more than 5 squares away equal to this item's enhancement bonus.

Potion of Healing (heroic tier)

Potion ♦ Level 5

Power (Consumable * Healing): Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

Potion of Clarity (level 5)

Potion ♦ Level 5

Power (Consumable): Minor Action. When you drink this potion, you must spend a daily magic item use. Once, before the end of the encounter, when you make an attack roll with an encounter or a daily attack power of 5th level or lower, you can reroll the attack roll but must use the second result.

Potion of Water Walking...

Potion ♦ Level 4

Power (Consumable): Minor Action. After drinking this potion, you do not sink into the surface of any liquid (unless you choose to do so). This effect lasts until the end of the encounter or for 5 minutes, whichever comes first. You can move across calm liquid as if it were solid ground. Rough or stormy liquid counts as difficult terrain. When moving across the surface of a liquid, you are in contact with it as you would be in contact with the ground. If the liquid is moving, you move with it as if the ground moved beneath you.

Freezing Arrow +1

Ammunition ♦ Level 3

Enhancement: +1 attack rolls and damage rolls

Property: When you hit an enemy with an attack using this ammunition, that enemy takes 1d6 extra cold damage per plus and is slowed until the end of its next turn.

Attention-Stealing Bullet +1

Ammunition ♦ Level 3

Enhancement: +1 attack rolls and damage rolls

Property: When you hit an enemy with an attack using this ammunition, you mark that enemy until the end of its next turn. While marked by you in this manner, when the enemy makes an attack that doesn't include you as a target, the ammunition strikes that target again for 1d6 damage per plus.