# Dungeons & Dragons Character Sheet

Player Name/RPGA: drothgery

Level: 2

## Lia

Good female Elf Ranger

| Age | Height | Weight | Size | Deity |
|---|---|---|---|---|
| 35 | 5' 10" | 150 lb. | Medium | |

Total XP: 1000 (2250)

## Defenses

| AC | FORT | REF | WILL |
|---|---|---|---|
| 18 | 12 | 17 | 14 |

Conditional Bonuses

## Hit Points

**Max HP** 28 (Bloodied 14)

Temp HP

Current Hit Points

## Healing Surges

| Surge Value | Surges/Day |
|---|---|
| 7 | 6 |

Current Conditions:

## Combat Statistics and Senses

| | |
|---|---|
| Initiative | 6 |
| Speed | 7 |
| Passive Insight | 14 |
| Passive Perception | 21 |

Conditional Modifiers:

Special Movement:

Special Senses: Low-light

## Action Points

Action Points

| Milestones | Action Points |
|---|---|
| 0 | 1 |
| 1 | 2 |
| 2 | 3 |

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.

Second Wind (one per encounter)

☐ Used

Effect: You spend a healing surge and regain hit points equal to your surge value. You gain a +2 bonus to all defenses until the start of your next turn.

### Death Saving Throw Failures

☐ ☐ ☐

**Saving Throw Mods** 0

### Resistances/Vulnerabilities

### Current Conditions and Effects

## Basic Attacks

### Melee

Dagger

| Strength vs. AC | Damage |
|---|---|
| 4 | 1d4 |

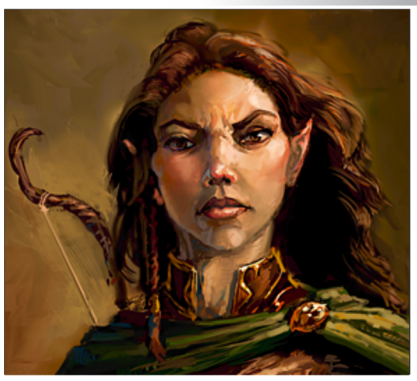
### Ranged

Longbow

| Dexterity vs. AC | Damage |
|---|---|
| 9 | 1d10+6 |

### Languages

Common, Elven

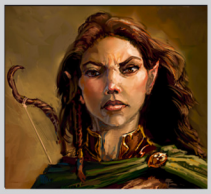


## Abilities

| | | | Check |
|---|---|---|---|
| STR | Strength | 10 | 1 |
| CON | Constitution | 11 | 1 |
| DEX | Dexterity | 20 | 6 |
| INT | Intelligence | 10 | 1 |
| WIS | Wisdom | 16 | 4 |
| CHA | Charisma | 8 | 0 |

## Skills

| | | | |
|---|---|---|---|
| Acrobatics | Dexterity | | 6 |
| Arcana | Intelligence | | 1 |
| Athletics | Strength | | 1 |
| Bluff | Charisma | | 0 |
| Diplomacy | Charisma | | 0 |
| Dungeoneering | Wisdom | ✓ | 9 |
| Endurance | Constitution | | 1 |
| Heal | Wisdom | | 4 |
| History | Intelligence | | 1 |
| Insight | Wisdom | | 4 |
| Intimidate | Charisma | | 0 |
| Nature | Wisdom | ✓ | 11 |
| Perception | Wisdom | ✓ | 11 |
| Religion | Intelligence | | 1 |
| Stealth | Dexterity | ✓ | 11 |
| Streetwise | Charisma | | 0 |
| Thievery | Dexterity | ✓ | 11 |



drothgery
Player Name

Lia
Character Name

## Character Details

### Background
Elf - Urban Elf

### Theme

### Mannerisms and Appearance
Tall, slender, and tanned from spending most of her life outdoors

### Personality Traits
She's very direct and professional

### Adventuring Company

### Companions and Allies

### Session and Campaign Notes

Other Notes

## Equipment

Head
Neck
Arms
Hands
Rings
Rings
Off Hand
Main Hand
Longbow
Waist
Armor
Leather Armor
Tattoo
Feet
Ki Focus

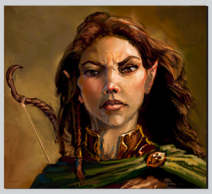
### Other Equipment
Adventurer's Kit
Dagger
Arrow (120)

Total Weight (lbs.) 65

Carrying Capacity (lbs.)

Normal 100
Heavy 200
Max 500

Treasure
50 Gold



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## Racial Features

**Elven Weapon Proficiency**
Proficient with longbow and shortbow.
**Group Awareness**
Non-elf allies within 5 get +1 to Perception.
**Elven Accuracy**
Use elven accuracy as an encounter power.

**Fey Origin**
Your origin is fey, not natural
**Wild Step**
Ignore difficult terrain when shifting (even when shifting multiple squares).
**Nature Bonus**
@

**Perception 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

**Bow Expertise**
When using a bow: +1/2/3 (by tier) to attack, +1/2/3 (by tier) damage to one creature that isn't adjacent to other creatures

**Weapon Focus (Bow)**
Gain +1 damage per tier with Bows.

## Lia
Level 2 Elf Ranger

| | SCORE | ABILITY | MOD |
|---|---|---|---|
| | 10 | STR | 0 |
| | 11 | CON | 0 |
| | 20 | DEX | 5 |
| | 10 | INT | 0 |
| | 16 | WIS | 3 |
| | 8 | CHA | -1 |

HP 28 | Spd 7 | Init +6

AC 18 | Fort 12 | Ref 17 | Will 14

14 Passive Insight

21 Passive Perception

Player Name: drothgery

## Skills

| | | | |
|---|---|---|---|
| Acrobatics | Dexterity | | 6 |
| Arcana | Intelligence | | 1 |
| Athletics | Strength | | 1 |
| Bluff | Charisma | | 0 |
| Diplomacy | Charisma | | 0 |
| Dungeoneering | Wisdom | • | 9 |
| Endurance | Constitution | | 1 |
| Heal | Wisdom | | 4 |
| History | Intelligence | | 1 |
| Insight | Wisdom | | 4 |
| Intimidate | Charisma | | 0 |
| Nature | Wisdom | • | 11 |
| Perception | Wisdom | • | 11 |
| Religion | Intelligence | | 1 |
| Stealth | Dexterity | • | 11 |
| Streetwise | Charisma | | 0 |
| Thievery | Dexterity | • | 11 |

• indicates a trained skill.

## Action Point
Base action points: 1

**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.

Encounter Special

## Melee Basic Attack
At-Will ♦ Standard Action

**Dagger**: +4 vs. AC, 1d4 damage

**Melee** weapon | **Target**: 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

**Longbow**: +9 vs. AC, 1d10+6 damage

**Ranged** weapon | **Target**: 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.
+1 to damage rolls against a single creature that is not adjacent to any other creature - Bow Expertise.

Basic Attack

## Nimble Strike
At-Will ♦ Standard Action

**Longbow**: +9 vs. AC, 1d10+6 damage

**Ranged** weapon | **Target**: 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.
+1 to damage rolls against a single creature that is not adjacent to any other creature - Bow Expertise.

Ranger Attack 1

## Twin Strike
At-Will ♦ Standard Action

**Longbow**: +9 vs. AC, 1d10+1 damage

**Melee** or Ranged weapon | **Targets**: 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.
+1 to damage rolls against a single creature that is not adjacent to any other creature - Bow Expertise.

Ranger Attack 1

## Two-Fanged Strike
Encounter ♦ Standard Action

**Longbow**: +9 vs. AC, 1d10+6 damage

**Melee** or Ranged weapon | **Target**: 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.
+1 to damage rolls against a single creature that is not adjacent to any other creature - Bow Expertise.

Ranger Attack 1 Used ☐

## Hunter's Bear Trap
Daily ♦ Standard Action

**Longbow**: +9 vs. AC, 2d10+6 damage

**Melee** or Ranged weapon | **Target**: One creature

*A well-placed shot to the leg leaves your enemy hobbled and bleeding.*

**Keywords:** Martial, Weapon

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

**Hit:** 2[W] + Str modifier (+0) damage (melee) or 2[W] + Dex modifier (+5) damage (ranged), and the target is slowed and takes ongoing 5 damage (save ends both).

**Miss:** Half damage, no ongoing damage, and the target is slowed until the end of your next turn.

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.
+1 to damage rolls against a single creature that is not adjacent to any other creature - Bow Expertise.

Ranger Attack 1 Used ☐

## 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.

| Level | Hunter's Quarry Extra Damage |
|---|---|
| 1st–10th | +1d6 |
| 11th–20th | +2d6 |
| 21st–30th | +3d6 |

Additional Effects

Hunter's Quarry Power

## Elven Accuracy

Encounter ♦ Free Action

**Personal**

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

**Trigger:** You make an attack roll and dislike the result.

**Effect:** Reroll the attack roll. Use the second roll, even if it's lower.

Additional Effects

Elf Racial Power Used ☐

## 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 2 Used ☐