

Player Name

Galindann 1 Ranger 0
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Eladrin Medium Male Unaligned
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	4		

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
17	AC	10	7					

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
14	STR Strength	2	2
12	CON Constitution	1	1
18	DEX Dexterity	4	4
10	INT Intelligence	0	0
14	WIS Wisdom	2	2
11	CHA Charisma	0	0

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	FORT	10	2	1			

CONDITIONAL BONUSES

CONDITIONAL BONUSES

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	REF	10	4	1			

CONDITIONAL BONUSES

CONDITIONAL BONUSES

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	WILL	10	2			1	

CONDITIONAL BONUSES

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
12	Passive Insight	10	+

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
17	Passive Perception	10	+

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY: Ranged Basic Attack - Longbow

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	0	4		2			

DAMAGE WORKSPACE

ABILITY: Ranged Basic Attack - Longbow

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+4	4				

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
		SURGE VALUE
24	12	6
	1/2 HP	1/4 HP
		SURGES/DAY
		7

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

TEMPORARY HIT POINTS	USED

DEATH SAVING THROW FAILURES

SAVING THROW MODS +5 racial bonus against charm effects

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

- Trance** - Meditate aware 4 hours instead of sleep.
- Eladrin Weapon Proficiency** - Proficient with longsword.
- Eladrin Education** - Training in any one additional skill.
- Eladrin Will** - +1 Will; +5 to saving throws against charm.
- Fey Step** - Use fey step as an encounter power.
- Fey Origin** - Your origin is fey, not natural.

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.

LANGUAGES KNOWN

Common, Elven

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
8	Acrobatics	DEX	4	5	-1
2	Arcana	INT	0	0	n/a 2
1	Athletics	STR	2	0	-1
0	Bluff	CHA	0	0	n/a
0	Diplomacy	CHA	0	0	n/a
2	Dungeoneering	WIS	2	0	n/a
5	Endurance	CON	1	5	-1
7	Heal	WIS	2	5	n/a
2	History	INT	0	0	n/a 2
2	Insight	WIS	2	0	n/a
0	Intimidate	CHA	0	0	n/a
7	Nature	WIS	2	5	n/a
7	Perception	WIS	2	5	n/a
0	Religion	INT	0	0	n/a
8	Stealth	DEX	4	5	-1
0	Streetwise	CHA	0	0	n/a
3	Thievery	DEX	4	0	-1

POWER INDEX

List your powers below.
 Check the box when the power is used.
 Clear the box when the power renews.

AT-WILL POWERS

Hunter's Quarry	<input type="checkbox"/>
Cirding Strike	<input type="checkbox"/>
Predator Strike	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

ENCOUNTER POWERS

Fey Step	<input type="checkbox"/>
Enclose the Prey	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Driving the Quarry	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

	<input type="checkbox"/>

OTHER EQUIPMENT

Adventurer's Kit
Hide Armor (E)
Longbow
Arrows (30)
Longsword (E)

COINS AND OTHER WEALTH

Money on hand: 9 gp
Stored money: 0 gp
Encumbrance: 68 lb. / 140 lb.

MAGIC ITEM INDEX

List your powers below.
 Check the box when the power is used.
 Clear the box when the power renews.

MAGIC ITEMS

WEAPON	<input type="checkbox"/>
ARMOR	<input type="checkbox"/>
ARMS	<input type="checkbox"/>
FEET	<input type="checkbox"/>
HANDS	<input type="checkbox"/>
HEAD	<input type="checkbox"/>
NECK	<input type="checkbox"/>
RING	<input type="checkbox"/>
RING	<input type="checkbox"/>
WAIST	<input type="checkbox"/>
	<input type="checkbox"/>

Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>								
Paragon (11-20)	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>							
Epic (21-30)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>						

RITUALS / ALCHEMY

Raise Beast Companion

CHARACTER PORTRAIT**PERSONALITY TRAITS**

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

COMPANION

Sharessa - Level 1 Feywild Jaguar

HP 14	14 STR	AC 15
Spd 7	12 CON	Fort 12
Atk +5	16 DEX	Ref 14
	6 INT	Will 13
	14 WIS	
	6 CHA	
	1d8 Damage	

Size: Medium **Vision:** Low-light

Healing Surge Value: 3 (2 surges per day)

Melee Basic Attack:

Claw; +5 vs. AC; 1d8 + Dexterity modifier damage.

Trained Skills: Athletics, Stealth

Galindann

PLAYER NAME

RACE **Eladrin** CLASS **Ranger** LEVEL **1**

HP 24	14 STR	AC 17
Spd 6	12 CON	Fort 13
Init +4	18 DEX	Ref 15
	10 INT	Will 13
	14 WIS	
	11 CHA	
12 Passive Insight	17 Passive Perception	



PLAY DATA

Hunter's Quarry

KEYWORDS: USED

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. The extra damage is 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

Fey Step

KEYWORDS: Teleportation USED

Move Action			Personal
ACTION		RANGE	
	vs		
ATTACK	DEFENSE	TARGET	

Effect: Teleport up to 5 squares.

ADDITIONAL EFFECTS

CLASS **Racial Power** LEVEL * BOOK *PH*

ENCOUNTER POWER

ENCOUNTER SPECIAL

Circling Strike

KEYWORDS: Beast, Martial, Weapon USED

Standard	*		Melee weapon
ACTION		RANGE	
5	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+2) damage.
Increase damage to 2[W] + Strength modifier (+2) at 21st level.
Effect: Before or after the attack, your beast companion can shift 1 square.

Longsword: +5 attack, 1d8+2 damage

ADDITIONAL EFFECTS
+1d6 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)
ACTION		RANGE	
5	vs	AC	One creature designated as your quarry
ATTACK	DEFENSE	TARGET	

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

Longsword: +5 attack, 2d8+2 damage

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

CLASS **Ranger** LEVEL **1** BOOK *MP*

ENCOUNTER POWER

Second Wind

KEYWORDS USED

Standard			Personal
ACTION		RANGE	
	vs		Self
ATTACK	DEFENSE	TARGET	

Effect: You spend a healing surge and regain 6 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK *PH*

ENCOUNTER ACTION

Predator Strike

KEYWORDS: Beast, Martial USED

Standard	*		Melee beast 1
ACTION		RANGE	
5	vs	AC	One creature adjacent to you
ATTACK	DEFENSE	TARGET	

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

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

CLASS **Ranger** LEVEL **1** BOOK *MP*

AT-WILL POWER

Driving the Quarry

KEYWORDS: Beast, Martial, Weapon USED

Standard	*		Melee weapon (beast 1)
ACTION		RANGE	
5	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+2) 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.

Longsword: +5 attack, 2d8+2 damage

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

CLASS **Ranger** LEVEL **1** BOOK *MP*

DAILY POWER