

Player Name

Galindann 1 Ranger
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							

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

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

SENSES

SCORE	PASSIVE SENSE	BASE		SKILL BONUS
12	Passive Insight	10	+	2
17	Passive Perception	10	+	7

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								

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
6	vs AC	Longbow	1d10+4
4	vs AC	Unarmed (Melee)	1d4+2
6	vs AC	Unarmed (Range)	1d4+4

FEATS

Feyborn Companion - Beast gains fey origin and other benefits

HIT POINTS

MAX HP		HEALING SURGES	
24	BLOODIED 12	SURGE VALUE 6	SURGES/DAY 7
1/2 HP		1/4 HP	
CURRENT HIT POINTS		CURRENT SURGE USES	
SECOND WIND 1/ENCOUNTER		USED <div></div>	
TEMPORARY HIT POINTS			
DEATH SAVING THROW FAILURES		<div></div> <div></div> <div></div>	
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
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	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

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

Spd

6

Init

+4

14 STR

12 CON

18 DEX

10 INT

14 WIS

11 CHA

AC

17

Fort

13

Ref

15

Will

13

12 Passive Insight

17 Passive Perception



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

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

Minor 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
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
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

ENCOUNTER ACTION

Predator Strike

KEYWORDS Beast, Martial USED

Standard	*	Melee beast 1
ACTION		RANGE
5	vs	AC
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
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