



PLAYERNAME / RPGA-NR.: Robin (Sébastien)

|                                |                   |                               |                             |                                   |
|--------------------------------|-------------------|-------------------------------|-----------------------------|-----------------------------------|
| CHARACTERNAME<br><b>Kerian</b> | LEVEL<br><b>1</b> | CLASS<br><b>Ranger</b>        | PARAGON PATH                | EPIC DESTINY                      |
| RACE<br><b>Half-Elf</b>        | SIZE<br><b>M</b>  | ALIGNMENT<br><b>Unaligned</b> | DEITY<br><b>Raven Queen</b> | HOME REGION<br><b>LFR regions</b> |
| MEMBER OF                      |                   |                               |                             |                                   |

| INITIATIVE |           |          |            |      |      |      |       |  |  |
|------------|-----------|----------|------------|------|------|------|-------|--|--|
| Initiative | 1/2 LEVEL | ABIL MOD | RACE CLASS | FEAT | ITEM | MISC | TOTAL |  |  |
| 0          | 2         | 0        | 0          | 0    | 0    | 0    | = 2   |  |  |

  

| ABILITIES |      |              |          |           |      |      |       |  |  |
|-----------|------|--------------|----------|-----------|------|------|-------|--|--|
| SCORE     | ABIL | INTV         | ABIL MOD | 1/2 LEVEL | ITEM | MISC | TOTAL |  |  |
| 16        | STR  | Strength     | +3       | 0         | 0    | 0    | = 3   |  |  |
| 13        | CON  | Constitution | +1       | 0         | 0    | 0    | = 1   |  |  |
| 14        | DEX  | Dexterity    | +2       | 0         | 0    | 0    | = 2   |  |  |
| 12        | INT  | Intelligence | +1       | 0         | 0    | 0    | = 1   |  |  |
| 13        | WIS  | Wisdom       | +1       | 0         | 0    | 0    | = 1   |  |  |
| 12        | CHA  | Charisma     | +1       | 0         | 0    | 0    | = 1   |  |  |

| DEFENSES           |          |           |            |      |       |        |       |      |       |
|--------------------|----------|-----------|------------|------|-------|--------|-------|------|-------|
| BASE               | ABIL MOD | 1/2 LEVEL | RACE/CLASS | FEAT | ARMOR | SHIELD | ITEMS | MISC | TOTAL |
| 10+                | 2        | 0         | 0          | 0    | 2     | 0      | 0     | 0    | 14    |
| TEMPORARY BONUSES: |          |           |            |      |       |        |       |      |       |
| 10+                | 3        | 0         | 1          | 0    | 0     | 0      | 0     | 0    | 14    |
| TEMPORARY BONUSES: |          |           |            |      |       |        |       |      |       |
| 10+                | 2        | 0         | 1          | 0    | 0     | 0      | 0     | 0    | 13    |
| TEMPORARY BONUSES: |          |           |            |      |       |        |       |      |       |
| 10+                | 1        | 0         | 0          | 0    | 0     | 0      | 0     | 0    | 11    |
| TEMPORARY BONUSES: |          |           |            |      |       |        |       |      |       |

| PASSIVE INSIGHT |             |       |
|-----------------|-------------|-------|
| BASE            | SKILL BONUS | TOTAL |
| 10+             | 3           | 13    |

  

| PASSIVE PERCEPTION |             |       |
|--------------------|-------------|-------|
| BASE               | SKILL BONUS | TOTAL |
| 10+                | 6           | 16    |

  

| EXPERIENCE   |                |  |
|--------------|----------------|--|
| CURRENT EXP. | NEXT LEVEL AT: |  |
| 0            | / 1000         |  |

  

| CLASS POWERS |           |       |         |
|--------------|-----------|-------|---------|
| AT-WILL      | ENCOUNTER | DAILY | UTILITY |
| 2            | 2         | 1     | 0       |

| SKILLS   |           |            |      |      |            |      |               |      |       |
|----------|-----------|------------|------|------|------------|------|---------------|------|-------|
| ABIL MOD | 1/2 LEVEL | TRAINED +5 | FEAT | ITEM | RACE/CLASS | MISC | ARMOR PENALTY | EVIL | TOTAL |
| 2        | 0         | 5          | 0    | 0    | 0          | 0    | 0             | 0    | +7    |
| 1        | 0         | 0          | 0    | 0    | 0          | 0    | 0             | 0    | +1    |
| 3        | 0         | 0          | 0    | 0    | 0          | 0    | 0             | 0    | +3    |
| 1        | 0         | 0          | 0    | 0    | 0          | 0    | 0             | 0    | +1    |
| 1        | 0         | 0          | 0    | 0    | 2          | 0    | 0             | 0    | +3    |
| 1        | 0         | 0          | 0    | 0    | 0          | 0    | 0             | 0    | +1    |
| 1        | 0         | 5          | 0    | 0    | 0          | 0    | 0             | 0    | +6    |
| 1        | 0         | 0          | 0    | 0    | 0          | 0    | 0             | 0    | +1    |
| 1        | 0         | 5          | 0    | 0    | 0          | 0    | 0             | 0    | +6    |
| 1        | 0         | 0          | 0    | 0    | 2          | 0    | 0             | 0    | +3    |
| 1        | 0         | 0          | 0    | 0    | 0          | 0    | 0             | 0    | +1    |
| 1        | 0         | 5          | 0    | 0    | 0          | 0    | 0             | 0    | +6    |
| 1        | 0         | 5          | 0    | 0    | 0          | 0    | 0             | 0    | +6    |
| 1        | 0         | 0          | 0    | 0    | 0          | 0    | 0             | 0    | +1    |
| 2        | 0         | 5          | 0    | 0    | 0          | 0    | 0             | 0    | +7    |
| 1        | 0         | 0          | 0    | 0    | 0          | 0    | 0             | 0    | +1    |
| 2        | 0         | 0          | 0    | 0    | 0          | 2    | 0             | 0    | +4    |
| ##       | 0         | 0          | 0    | 0    | 0          | 0    | 0             | 0    | #N/A  |

| ACTION POINTS                                 |  |
|---|--|
| CURRENT ACTION POINTS:                        | <input type="checkbox"/> ACTION POINT USED IN THIS ENCOUNTER |
| ADDITIONAL BENEFITS WHEN USING ACTION POINTS: |  |

| MOVEMENT |            |       |      |      |      |         |
|----------|------------|-------|------|------|------|---------|
| WALK     | BASE SPEED | ARMOR | ITEM | FEAT | MISC | CY/ADDC |
| 6        | 0          | 0     | 0    | 0    | 0    | = 6     |
| 2+       | 6          | 0     | 0    | 0    | 0    | = 8     |
| 0        | 0          | 0     | 0    | 0    | 0    | = 0     |

| HIT POINTS  |                  |              |   |                        |                              |
|---|------------------|--------------|---|------------------------|------------------------------|
| FULL HIT POINTS   | BLOODED (1/2 HP) | TEMPORARY HP | WHEN DYING: ROLL A D20 1-9 CONDITION WORSENS 10-19 NOTHING HAPPENS 20 SPEND HEALING SURGE | HEALING SURGES PER DAY | HEALING SURGE VALUE (1/4 HP) |
| 30  | 15               |              | <input type="checkbox"/> FAILED SAVED <input type="checkbox"/> DEAD!                      | 7                      | 7                            |
| BENEFITS WHEN BLOODED:                                      |                  |              | HEALING SURGES USED TODAY:  |                        |                              |
| CURRENT HIT POINTS:   |                  |              | CURRENT CONDITION (SAVE END):   |                        |                              |
| RESISTANCES:  |                  |              |   |                        |                              |
| <input type="checkbox"/> USED SECOND WIND IN THIS ENCOUNTER |                  |              |   |                        |                              |

| BASE ATTACK BONUS  |                                   |           |              |            |      |      |           |
|--------------------|-----------------------------------|-----------|--------------|------------|------|------|-----------|
| WEAPON / IMPLEMENT | Long Sword (Longsword: Versatile) |           |              |            |      |      |           |
| ABILITY            | ABIL MOD                          | 1/2 LEVEL | WEAPON PRIME | MAGIC ENH. | FEAT | MISC | BAB SCORE |
| Strength           | 3                                 | 0         | 3            | 0          | 0    | 0    | = +6      |

| MELEE BASIC ATTACK                  |           |           |                    |                 |  |
|-------------------------------------|-----------|-----------|--------------------|-----------------|--|
| WEAPON / IMPLEMENT / AT-WILL POWER: | RANGE     | KEYWORDS: | Melee Basic Attack |                 |  |
| ABILITY                             | BAB SCORE | DEFENSE   | DAMAGE             | CRITICAL DAMAGE |  |
| Strength                            | +6/5      | vs AC     | 1d8/1d10 + 3       | 11/13           |  |

| BASE ATTACK BONUS  |           |           |              |            |      |      |           |
|--------------------|-----------|-----------|--------------|------------|------|------|-----------|
| WEAPON / IMPLEMENT | Battleaxe |           |              |            |      |      |           |
| ABILITY            | ABIL MOD  | 1/2 LEVEL | WEAPON PRIME | MAGIC ENH. | FEAT | MISC | BAB SCORE |
| Strength           | 3         | 0         | 2            | 0          | 0    | 0    | = +5      |

| RANGED BASIC ATTACK                 |           |           |                     |                 |  |
|-------------------------------------|-----------|-----------|---------------------|-----------------|--|
| WEAPON / IMPLEMENT / AT-WILL POWER: | RANGE     | KEYWORDS: | Ranged Basic Attack |                 |  |
| ABILITY                             | BAB SCORE | DEFENSE   | DAMAGE              | CRITICAL DAMAGE |  |
| Dexterity                           | 4         | vs AC     | 1d8+2               | 10              |  |

| FAVORITE POWERS              |                    |          |                                   |                 |                                 |  |   |   |        |           |
|------------------------------|--------------------|----------|-----------------------------------|-----------------|---------------------------------|--|---|---|--------|-----------|
| ATTACK-/ POWERNAME           | WEAPON / IMPLEMENT |          | Long Sword                        |                 | KEYWORDS:                       | <input checked="" type="checkbox"/> AT-WILL<br><input type="checkbox"/> ENCOUNTER<br><input type="checkbox"/> DAILY  | <input checked="" type="checkbox"/> STANDARD<br><input type="checkbox"/> MOVE<br><input type="checkbox"/> MINOR | <input type="checkbox"/> IMMEDIATE<br><input type="checkbox"/> FREE | RANGE: | PHB PAGE: |
| <b>Hit and Run</b>           | Long Sword         |          | Martial, Weapon                   |                 | Melee                           | 105  |   |   |        |           |
| ABILITY                      | BAB                | DEFENSE  | DAMAGE                            | CRITICAL DAMAGE | TARGET:                         | EFFECT:  | USED:   |   |        |           |
| Strength                     | +6/5               | vs: AC   | 1d8/1d10 + 3                      | 11/13           | One creature                    | If you move in the same turn after this attack, leaving the first square adjacent to your opponent does not provoke an opportunity attack from the target. |   |   |        |           |
| ATTACK-/ POWERNAME           | WEAPON / IMPLEMENT |          | Long Sword                        |                 | KEYWORDS:                       | <input checked="" type="checkbox"/> AT-WILL<br><input type="checkbox"/> ENCOUNTER<br><input type="checkbox"/> DAILY  | <input checked="" type="checkbox"/> STANDARD<br><input type="checkbox"/> MOVE<br><input type="checkbox"/> MINOR | <input type="checkbox"/> IMMEDIATE<br><input type="checkbox"/> FREE | RANGE: | PHB PAGE: |
| <b>Twin Strike</b>           | Long Sword         |          | Martial, Weapon                   |                 | Melee or Ranged                 | 105  |   |   |        |           |
| ABILITY                      | BAB                | DEFENSE  | DAMAGE                            | CRITICAL DAMAGE | TARGET:                         | EFFECT:  | USED:   |   |        |           |
| Strength                     | +6/5               | vs: AC   | 1d8/1d10 + 3                      | 11/13           | One or two creatures            | Two attacks (main and off-hand weapon)   |   |   |        |           |
| ATTACK-/ POWERNAME           | WEAPON / IMPLEMENT |          | Long Sword                        |                 | KEYWORDS:                       | <input type="checkbox"/> AT-WILL<br><input type="checkbox"/> ENCOUNTER<br><input type="checkbox"/> DAILY   | <input checked="" type="checkbox"/> STANDARD<br><input type="checkbox"/> MOVE<br><input type="checkbox"/> MINOR | <input type="checkbox"/> IMMEDIATE<br><input type="checkbox"/> FREE | RANGE: | PHB PAGE: |
| <b>Dire Wolverine Strike</b> | Long Sword         |          | Martial, Weapon                   |                 | Close burst 1                   | 105  |   |   |        |           |
| ABILITY                      | BAB                | DEFENSE  | DAMAGE                            | CRITICAL DAMAGE | TARGET:                         | EFFECT:  | USED:   |   |        |           |
| Strength                     | +6/5               | vs: AC   | 1d8/1d10 + 3                      | 11/13           | Each enemy in burst you can see | -  |   |   |        |           |
| ATTACK-/ POWERNAME           | WEAPON / IMPLEMENT |          | Eyebite                           |                 | KEYWORDS:                       | <input type="checkbox"/> AT-WILL<br><input type="checkbox"/> ENCOUNTER<br><input type="checkbox"/> DAILY   | <input checked="" type="checkbox"/> STANDARD<br><input type="checkbox"/> MOVE<br><input type="checkbox"/> MINOR | <input type="checkbox"/> IMMEDIATE<br><input type="checkbox"/> FREE | RANGE: | PHB PAGE: |
| <b>Eyebite</b>               | Eyebite            |          | Arcane, Charm, Implement, Psychic |                 | Ranged 10                       | 132  |   |   |        |           |
| ABILITY                      | BAB                | DEFENSE  | DAMAGE                            | CRITICAL DAMAGE | TARGET:                         | EFFECT:  | USED:   |   |        |           |
| Charisma                     | +1                 | vs: Will | 1d6+1                             | 7               | One creature                    | Hit : You are invisible to your target until the start of your next turn   |   |   |        |           |
| ATTACK-/ POWERNAME           | WEAPON / IMPLEMENT |          | Long Sword                        |                 | KEYWORDS:                       | <input type="checkbox"/> AT-WILL<br><input type="checkbox"/> ENCOUNTER<br><input checked="" type="checkbox"/> DAILY  | <input checked="" type="checkbox"/> STANDARD<br><input type="checkbox"/> MOVE<br><input type="checkbox"/> MINOR | <input type="checkbox"/> IMMEDIATE<br><input type="checkbox"/> FREE | RANGE: | PHB PAGE: |
| <b>Jaws of the Wolf</b>      | Long Sword         |          | Martial, Weapon                   |                 | Melee                           | 106  |   |   |        |           |
| ABILITY                      | BAB                | DEFENSE  | DAMAGE                            | CRITICAL DAMAGE | TARGET:                         | EFFECT:  | USED:   |   |        |           |
| Strength                     | +6/5               | vs: AC   | 2d8/2d10 + 3                      | 19/23           | One creature                    | Two attacks (main and off-hand weapon)<br>Miss : Half damage per attack  |   |   |        |           |

