



PLAYERNAME / RPGA-NR.: Robin (Sébastien)

CHARACTERNAME	LEVEL	CLASS	PARAGON PATH	EPIC DESTINY
Kerian	1	Ranger		
RACE	SIZE	ALIGNMENT	DEITY	HOME REGION
Half-Elf	M	Unaligned	Raven Queen	LFR regions

INITIATIVE							
	1/2 LEVEL	ABIL MOD	RACE CLASS	FEAT	ITEM	MISC	TOTAL
Initiative	0	2	0	0	0	0	= 2
ABILITIES							
CR/DF	ABIL MOD	ABIL MOD	1/2 LEVEL	ITEM	MISC	ABIL CHECK BONUS	
16	STR	<u>Strength</u>	+3	0	0	0	= 3
13	CON	<u>Constitution</u>	+1	0	0	0	= 1
14	DEX	<u>Dexterity</u>	+2	0	0	0	= 2
12	INT	<u>Intelligence</u>	+1	0	0	0	= 1
13	WIS	<u>Wisdom</u>	+1	0	0	0	= 1
12	CHA	<u>Charisma</u>	+1	0	0	0	= 1

DEFENSES									
BAFE	ABIL MOD	1/2 LEVEL	RACE/ CLASS	FEAT	ARMOR	SHIELD	ITEMS	MISC	AC
10+	2	0	0	0	2	0	0	0	14
TEMPORARY BONUSES:									
10+	3	0	1	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	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

/

1 000

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	CVT1	TOTAL
2	0	5	0	0	0	0	0		Acrobatics +7
1	0	0	0	0	0	0			Arcana +1
3	0	0	0	0	0	0	0		Athletics +3
1	0	0	0	0	0	0			Bluff +1
1	0	0	0	0	0	2	0		Diplomacy +3
1	0	0	0	0	0	0			Dungeon. +1
1	0	5	0	0	0	0	0		Endurance +6
1	0	0	0	0	0	0			Heal +1
1	0	5	0	0	0	0			History +6
1	0	0	0	0	0	2	0		Insight +3
1	0	0	0	0	0	0			Intimidate +1
1	0	5	0	0	0	0			Nature +6
1	0	5	0	0	0	0			Perception +6
1	0	0	0	0	0	0			Religion +1
2	0	5	0	0	0	0	0		Stealth +7
1	0	0	0	0	0	0			Streetwise +1
2	0	0	0	0	0	2	0		Thievery +4
##	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	CVT/ADIC			
	6	0	0	0	0		= 6		
RUN	2+	6	0	0	0		= 8		
TELEPORT	FACT	ENCOUNTER	DAILY						
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		<div></div>	<div></div>	DEAD!	7	7
			FAILED SAVED				
BENEFITS WHEN BLOODED:					HEALING SURGES USED TODAY:		
CURRENT HIT POINTS:					CURRENT CONDITION (SAVE END):		
RESISTANCES:					USED SECOND WIND IN THIS ENCOUNTER		

RACIAL FEATURES

- Vision: Low-Light
- Dilettante: Choose 1 at-will power from a class different from yours. Use this power as encounter power
- Dual Heritage: Take feats that have either elf or human as a prerequisite
- Group Diplomacy: Grant allies +1 racial bonus to Diplomacy

RITUALS

EQUIPMENT

ARMOR	SELL PRICE	PHB PAGE:
Leather Armor	-	214
WEAPON		
Long Sword	-	218
WEAPON		
Battle Axe	-	218
WEAPON		
Short Bow	-	219
HOLY SYMBOL / ROD / ORB		
		0
WAND		
		0
STAFF		
		0
ARMS (INCL. SHIELD)		
no shield	mund.	0
FEET		
		0
HANDS (GLOVES ETC.)		
		0
HEAD		
		0
NECK		
		0
RING 1		
		0
RING 2		
		0
WAIST		
		0

BACKPACK (INCL. WONDROUS ITEMS)

[illegible]

AT-WILL POWERS (CLASS)

- Hit and Run
- Twin Strike

ENCOUNTER POWERS (CLASS)

- Dire Wolverine Strike
- Eyebite

DAILY POWERS (CLASS)

- Jaws of the Wolf

UTILITY POWERS

DAILY ITEM POWERS PER DAY

HEROIC (1-10)	<input type="checkbox"/>	<input type="checkbox"/>
PARAGON (11-20)	<input type="checkbox"/>	<input type="checkbox"/>
EPIC (21-30)	<input type="checkbox"/>	<input type="checkbox"/>

ALCHEMICAL REAGENTS IN GP:		MYSTIC SALVES IN GP:	
RARE HERBS IN GP:		SANCTIFIED INCENSE IN GP	
RESIDUUM IN GP:			

Goldpieces: **2**

2