



# DUNGEONS & DRAGONS®

**Lia** CHARACTER NAME  
Class: Ranger Level: 1  
Race: Elf Gender: female  
Alignment: Good  
Languages: Common, Elven

## ABILITIES AND SKILLS

**10 Strength** MODIFIER 0 CHECK 0  
*Strength measures your physical power.*

Athletics *Trained* MISC. CHECK 0

**11 Constitution** MODIFIER 0 CHECK 0  
*Constitution represents health, stamina, and vital force.*

Endurance *Trained* MISC. CHECK 0

**20 Dexterity** MODIFIER 5 CHECK 5  
*Dexterity measures coordination, agility, and balance.*

Acrobatics *Trained* MISC. CHECK 5

Stealth *Trained* MISC. CHECK 10

Thievery *Trained* MISC. CHECK 10

**10 Intelligence** MODIFIER 0 CHECK 0  
*Intelligence describes how well you learn and reason.*

Arcana *Trained* MISC. CHECK 0

History *Trained* MISC. CHECK 0

Religion *Trained* MISC. CHECK 0

**16 Wisdom** MODIFIER 3 CHECK 3  
*Wisdom measures common sense, self-discipline, and empathy.*

Dungeoneering *Trained* MISC. CHECK 8

Heal *Trained* MISC. CHECK 3

Insight *Trained* MISC. CHECK 3

Nature *Trained* MISC. CHECK 10

Perception *Trained* MISC. CHECK 10

**8 Charisma** MODIFIER -1 CHECK -1  
*Charisma measures force of personality and leadership.*

Bluff *Trained* MISC. CHECK -1

Diplomacy *Trained* MISC. CHECK -1

Intimidate *Trained* MISC. CHECK -1

Streetwise *Trained* MISC. CHECK -1

## COMBAT STATISTICS

**5 Initiative**

*Roll initiative to determine the turn order in combat.*

**7 Speed**

*Your speed is the number of squares you can move with a move action.*

## DEFENSES

**17 Armor Class (AC)** CALCULATIONS

*AC measures how hard it is to physically land an attack on you.*

**11 Fortitude** CALCULATIONS

*Fortitude measures your toughness and resilience.*

**16 Reflex** CALCULATIONS

*Reflex measures your ability to deflect or dodge attacks.*

**13 Will** CALCULATIONS

*Will measures your strength of will and self-discipline.*

**3 Attack Bonus** Melee Basic Melee Damage 1d4

**8 Attack Bonus** Ranged Basic Ranged Damage 1d10+5

*When you attack, roll a d20 and add your attack bonus. Compare the result to the monster's defense to see if you hit. If you do hit, roll damage.*

**23 Hit Points** Bloodied 11

*Your hit points measure the damage you can take before falling unconscious. Your bloodied value is half of your hit points (rounded down).*

**Healing Surge Value** 5

**Surges Per Day** 6

*When you spend a healing surge, you regain hit points equal to your healing surge value, which is one-quarter of your hit points (rounded down).*

## CURRENT HIT POINTS

Temporary Hit Points

Surges Remaining

## ACTIONS IN COMBAT

*On your turn in combat, you can take three actions:*

*A standard action, which is usually an attack*

*A move action, which involves movement*

*A minor action, which is simple and quick*

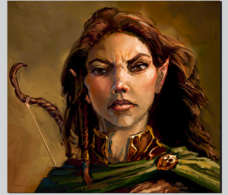
*You can give up an action to take another action from lower on the list, so you can take a move or a minor action instead of a standard action or a minor action instead of a move action.*

drothgery

Player Name

Lia

Character Name



## 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

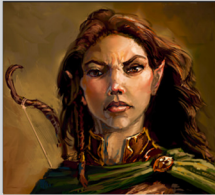
When using a bow: +1/2/3 (by tier) to attack, +1/2/3 (by tier) damage to one creature that isn't adjacent to other creatures

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Character Details

Mannerisms and Appearance

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

Personality Traits

She's very direct and professional

Theme

Background

Elf - Urban Elf

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Arms

Hands

Longbow

Rings

Rings

Off Hand

Main Hand

Longbow

Waist

Armor

Leather Armor

Tattoo

Feet

Ki Focus

Other Equipment

1 Adventurer's Kit  
1 Dagger  
4 Arrows

Total Weight (lbs.)

65

Carrying Capacity (lbs.)

Coins and Other Wealth  
50 Gold

Normal 100

Heavy 200

Max 500

**Lia**

Level 1 Elf Ranger

HP	SCORE	ABILITY	MOD	AC
23	10	STR	0	17
Spd	11	CON	0	Fort
7	20	DEX	5	11
Init	10	INT	0	Ref
+5	16	WIS	3	16
	8	CHA	-1	Will
				13

13 Passive Insight

20 Passive Perception

**Skills**

Acrobatics	Dexterity	5
Arcana	Intelligence	0
Athletics	Strength	0
Bluff	Charisma	-1
Diplomacy	Charisma	-1
Dungeoneering	Wisdom	• 8
Endurance	Constitution	0
Heal	Wisdom	3
History	Intelligence	0
Insight	Wisdom	3
Intimidate	Charisma	-1
Nature	Wisdom	• 10
Perception	Wisdom	• 10
Religion	Intelligence	0
Stealth	Dexterity	• 10
Streetwise	Charisma	-1
Thievery	Dexterity	• 10

• 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:** +3 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:** +8 vs. AC, 1d10+5 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:** +8 vs. AC, 1d10+5 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:** +8 vs. AC, 1d10+0 damage**Melee or Ranged**      **Targets:** One or two weapons      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:** +8 vs. AC, 1d10+5 damage**Melee or Ranged**      **Target:** One weapons      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:** +8 vs. AC, 2d10+5 damage**Melee or Ranged**      **Target:** One weapons      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 ☐