

Player Name

Rellek

3

Ranger

Level

Class

Paragon Path

Epic Destiny

2,250

Total XP

Dragonborn

Medium

Male

6'7"

280 lb.

Good

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
3	2	1	

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
16	STR Strength	3	4
14	CON Constitution	2	3
14	DEX Dexterity	2	3
12	INT Intelligence	1	2
14	WIS Wisdom	2	3
10	CHA Charisma	0	1

HIT POINTS

MAX HP	BLOODED	SURGE VALUE	HEALING SURGES SURGES/DAY
41	20	12	8
	1/2 HP	1/4 HP	
CURRENT HIT POINTS		CURRENT SURGE USES	
SECOND WIND 1/ENCOUNTER			USED <input type="checkbox"/>
TEMPORARY HIT POINTS			
DEATH SAVING THROW FAILURES			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
SAVING THROW MODS			
RESISTANCES			
CURRENT CONDITIONS AND EFFECTS			

SKILLS

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

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
17	AC	11	4			1	1	

CONDITIONAL BONUSES

+2 AC against the first attack made against you in each encounter

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	FORT	11	3	1				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	REF	11	2	1			1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	WILL	11	2					

CONDITIONAL BONUSES

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Dragon Breath - Use dragon breath as an encounter power.**Dragon Breath Strength** - Use STR for Dragon Breath**Dragon Breath Fire** - Dragon Breath deals fire damage**Dragonborn Fury** - +1 to attacks while bloodied.**Draconic Heritage** - Add Con mod to healing surge value.

CLASS / PATH / DESTINY FEATURES

Fighting Style - Choose Archer Fighting Style or Two-Blade

Fighting Style.

Two-Blade Fighting Style - Wield one-handed weapon

as off-hand weapon; gain Toughness 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.

LANGUAGES KNOWN

Common, Draconic

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Insight	10 +	3

18	Passive Perception	10	+	8
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SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Lightning Battleaxe +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	1	3		2		1	

ABILITY: Melee Basic Attack - Thundering Battleaxe +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	1	3		2		1	

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Lightning Battleaxe +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+5	3		1		1

ABILITY: Melee Basic Attack - Thundering Battleaxe +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+5	3		1		1

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
7	vs AC	Lightning Battleaxe +1	1d10+5
7	vs AC	Thundering Battleaxe +1	1d10+5
5	vs AC	Longbow	1d10+3
4	vs AC	Unarmed (Melee)	1d4+3

FEATS

Toughness - Gain 5 additional hit points per tier**Two-Weapon Fighting** - +1 damage while holding a melee weapon in each hand**Two-Weapon Defense** - +1 to AC and Reflex while holding a weapon in each hand

Rellek

PLAYER NAME

RACE Dragonborn

CLASS

LEVEL 3

HP
4116 STR
14 CONAC
17Spd
614 DEX
12 INTFort
15Init
+314 WIS
10 CHARef
15Will
1313 Passive
Insight18 Passive
Perception

PLAY DATA

DUNGEONS & DRAGONS®

Hunter's Quarry

KEYWORDS

USED

Minor	1	2	3
ACTION	4	5	RANGE
6	vs	7	
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

DUNGEONS & DRAGONS®

Dragon Breath

KEYWORDS Acid, Cold, Fire, Lightning or Poison

USED

Minor	1	2	3
ACTION	4	5	RANGE
6	vs	Reflex	All creatures in area.
ATTACK	DEFENSE	TARGET	

Attack: Strength +2 vs. Reflex, Constitution +2 vs. Reflex, or Dexterity +2 vs. Reflex

Hit: 1d6 + Constitution modifier (+2) damage.

Increase to +4 bonus and 2d6 + Constitution modifier (+2) damage at 11th level, and to +6 bonus and 3d6 + Constitution modifier (+2) damage at 21st level.

Special: When you create your character, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. You also choose the power's damage type: acid, cold, fire, lightning, or poison. These two choices remain throughout your character's life and do not change the power's other effects.

ADDITIONAL EFFECTS

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

+1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Racial Power

LEVEL *

BOOK PH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Careful Attack

KEYWORDS Martial, Weapon

USED

Standard	* 1	* 2	Melee or Ranged weapon
ACTION	4	5	RANGE
9	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Requirement: You must be wielding two melee weapons or a ranged weapon.

Attack: Strength + 2 vs. AC (melee) or Dexterity + 2 vs. AC (ranged).

Hit: 1[W] damage (melee) or 1[W] damage (ranged).

Increase damage to 2[W] (melee) or 2[W] (ranged) at 21st level.

Lightning Battleaxe +1: +9 attack, 1d10+2 damage

Thundering Battleaxe +1: +9 attack, 1d10+2 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 -

+1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Ranger

LEVEL 1

BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Dire Wolverine Strike

KEYWORDS Martial, Weapon

USED

Standard	1	2	Close burst 1
ACTION	4	5	RANGE
7	vs	AC	Each enemy in burst you can see
ATTACK	DEFENSE	TARGET	

Requirement: You must be wielding two melee weapons.

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier (+3) damage.

Lightning Battleaxe +1: +7 attack, 1d10+5 damage

Thundering Battleaxe +1: +7 attack, 1d10+5 damage

ADDITIONAL EFFECTS

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

+1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Ranger

LEVEL 1

BOOK PH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Second Wind

KEYWORDS

USED

Standard	1	2	Personal
ACTION	4	5	RANGE
6	vs	7	Self
ATTACK	DEFENSE	TARGET	

Effect: You spend a healing surge and regain 12 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

DUNGEONS & DRAGONS®

Twin Strike

KEYWORDS Martial, Weapon

USED

Standard	* 1	* 2	Melee or Ranged weapon
ACTION	4	5	RANGE
7	vs	AC	One or two creatures
ATTACK	DEFENSE	TARGET	

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.

Increase damage to 2[W] at 21st level.

Lightning Battleaxe +1: +7 attack, 1d10+2 damage

Thundering Battleaxe +1: +7 attack, 1d10+2 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 - P

+1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Ranger

LEVEL 1

BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Disruptive Strike

KEYWORDS Martial, Weapon

USED

Standard	* 1	* 2	Melee or Ranged weapon
ACTION	4	5	RANGE
7	vs	AC	The attacking creature
ATTACK	DEFENSE	TARGET	

Trigger: You or an ally is attacked by a creature

Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged)

Hit: 1[W] + Strength modifier (+3) damage (melee) or 1 [W] + Dexterity modifier (+2) damage (ranged). The

target takes a penalty to its attack roll for the triggering attack equal to 3 + your Wisdom modifier (+2).

Lightning Battleaxe +1: +7 attack, 1d10+5 damage

Thundering Battleaxe +1: +7 attack, 1d10+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 - P

+1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Ranger

LEVEL 3

BOOK PH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Hunter's Bear Trap

KEYWORDS

Martial, Weapon

USED

Standard

* ↓ *

↗

Melee or Ranged weapon

ACTION

↶

✱

RANGE

7

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged)
Hit: 2[W] + Strength modifier (+3) damage (melee) or 2[W] + Dexterity modifier (+2) 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.

Lightning Battleaxe +1: +7 attack, 2d10+5 damage
Thundering Battleaxe +1: +7 attack, 2d10+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 - PH
+1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASS

Ranger

LEVEL

1

BOOK

PH

DAILY POWER

DUNGEONS & DRAGONS

Yield Ground

KEYWORDS

Martial

USED

Imm Reacti

↓

↗

Personal

ACTION

↶

✱

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Trigger: An enemy damages you with a melee attack
Effect: You can shift a number of squares equal to your Wisdom modifier (+2). Gain a +2 power bonus to all defenses until the end of your next turn.

ADDITIONAL EFFECTS

CLASS

Ranger

LEVEL

2

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS

Thundering Battleaxe +1

+1 attack rolls and damage

+1d6 thunder damage

BONUS

ENHANCEMENT

CRITICAL

PROPERTIES

KEYWORDS

USED

ACTION

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Power (Daily • Thunder): Free Action. Use this power when you hit with the weapon. Deal 1d8 thunder damage and push 1 square.

ITEM SLOT/TYPE

One-hand

LEVEL

3

PRICE

680

BOOK

MAGIC ITEM

DUNGEONS & DRAGONS

Lightning Battleaxe +1

+1 attack rolls and damage

+1d6 lightning damage

BONUS

ENHANCEMENT

CRITICAL

PROPERTIES

KEYWORDS

USED

ACTION

☒ AT-WILL

☐ ENCOUNTER

☒ DAILY

Power (At-Will • Lightning): Free Action. All damage dealt by this weapon is lightning damage. Another free action returns the damage to normal.
Power (Daily • Lightning): Free Action. Use this power when you hit with the weapon. The target and each enemy within 2 squares of the target take 1d6 lightning damage.

ITEM SLOT/TYPE

One-hand

LEVEL

5

PRICE

1000

BOOK

MAGIC ITEM

DUNGEONS & DRAGONS

Darkleaf Leather Armor +1

+1 AC

BONUS

ENHANCEMENT

CRITICAL

PROPERTIES

Gain a +2 item bonus to AC against the first attack made against you in each encounter.

KEYWORDS

USED

ACTION

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT/TYPE

Body

LEVEL

4

PRICE

840

BOOK

MAGIC ITEM

DUNGEONS & DRAGONS