

Player Name

Rellek

4

Ranger

Character Name

Level

Class

Paragon Path

Epic Destiny

3,750

Dragonborn

Medium

Male

6'7"

280 lb.

Good

Epic Destiny

Total XP

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	2	2	

CONDITIONAL MODIFIERS

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
17	<b>STR</b> Strength	3	5
15	<b>CON</b> Constitution	2	4
14	<b>DEX</b> Dexterity	2	4
12	<b>INT</b> Intelligence	1	3
14	<b>WIS</b> Wisdom	2	4
10	<b>CHA</b> Charisma	0	2

### HIT POINTS

MAX HP	BLOODED	HEALING SURGES
		SURGE VALUE SURGES/DAY
47	23	13 10
	1/2 HP	1/4 HP

CURRENT HIT POINTS

CURRENT SURGE USES

### SECOND WIND 1/ENCOUNTER

 USED 

TEMPORARY HIT POINTS

### DEATH SAVING THROW FAILURES

  

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

### SKILLS

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

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
18	AC	12	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
16	FORT	12	3	1				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	REF	12	2	1			1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	WILL	12	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.

**History Bonus**
**Intimidate Bonus**

### 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
14	Passive Insight	10	+

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
19	Passive Perception	10	+

SPECIAL SENSES

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Lightning Battleaxe +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 8	2	3		2		1	

ABILITY: Melee Basic Attack - Thundering Battleaxe +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 8	2	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
8	vs AC	Lightning Battleaxe +1	1d10+5
8	vs AC	Thundering Battleaxe +1	1d10+5
6	vs AC	Longbow	1d10+2
5	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

**Durable** - Increase number of healing surges by 2

**POWER INDEX**

List your powers below.  
Check the box when the power is used.  
Clear the box when the power renews.

**AT-WILL POWERS**

Hunter's Quarry	<input type="checkbox"/>
Careful Attack	<input type="checkbox"/>
Twin Strike	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

**ENCOUNTER POWERS**

Dragon Breath	<input type="checkbox"/>
Dire Wolverine Strike	<input type="checkbox"/>
Disruptive Strike	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

**DAILY POWERS**

Hunter's Bear Trap	<input type="checkbox"/>
	<input type="checkbox"/>

**UTILITY POWERS**

Yield Ground	<input type="checkbox"/>
	<input type="checkbox"/>

**OTHER EQUIPMENT**

Longbow
Arrows (30)
Adventurer's Kit

**COINS AND OTHER WEALTH**

Money on hand: 200 gp
Stored money: 0 gp
Encumbrance: 70 / 170

**MAGIC ITEM INDEX**

List your powers below.  
Check the box when the power is used.  
Clear the box when the power renews.

**MAGIC ITEMS**

WEAPON	Thundering Battleaxe +1 (E)	<input type="checkbox"/>
WEAPON	Lightning Battleaxe +1 (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Darkleaf Leather Armor +1 (E)	<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS		<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK		<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
		<input type="checkbox"/>

*Daily Item Powers Per Day*

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>		
Paragon (11-20)	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	
Epic (21-30)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>

**RITUALS / ALCHEMY**


**CHARACTER PORTRAIT**



**PERSONALITY TRAITS**


**MANNERISMS AND APPEARANCE**


**CHARACTER BACKGROUND**


**COMPANIONS AND ALLIES**


**SESSION AND CAMPAIGN NOTES**


CHARACTER NAME  
**Rellek**

PLAYER NAME

RACE Dragonborn CLASS Ranger LEVEL 4

<b>HP</b> 47	<b>STR</b> 17	<b>AC</b> 18
<b>Spd</b> 6	<b>CON</b> 15	<b>Fort</b> 16
<b>Init</b> +4	<b>DEX</b> 14	<b>Ref</b> 16
	<b>INT</b> 12	<b>Will</b> 14
	<b>WIS</b> 14	
	<b>CHA</b> 10	

**14** Passive Insight    **19** Passive Perception

**PLAY DATA** DUNGEONS & DRAGONS



**ENCOUNTER SPECIAL** DUNGEONS & DRAGONS

Second Wind

KEYWORDS

Standard	Personal
<b>ACTION</b>	<b>RANGE</b>
vs	Self
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

Effect: You spend a healing surge and regain 13 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

Hunter's Quarry

KEYWORDS

Minor	
<b>ACTION</b>	<b>RANGE</b>
vs	
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

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

Careful Attack

KEYWORDS Martial, Weapon

Standard	Melee or Ranged weapon
<b>ACTION</b>	<b>RANGE</b>
10 vs AC	One creature
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

**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: +10 attack, 1d10+2 damage  
Thundering Battleaxe +1: +10 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 - Prime Shot.  
+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Ranger LEVEL 1 BOOK PH

**AT-WILL POWER** DUNGEONS & DRAGONS

Twin Strike

KEYWORDS Martial, Weapon

Standard	Melee or Ranged weapon
<b>ACTION</b>	<b>RANGE</b>
8 vs AC	One or two creatures
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

**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: +8 attack, 1d10+2 damage  
Thundering Battleaxe +1: +8 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 - Prime Shot.  
+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Ranger LEVEL 1 BOOK PH

**AT-WILL POWER** DUNGEONS & DRAGONS

Dragon Breath

KEYWORDS Acid, Cold, Fire, Lightning or Poison

Minor	Close blast 3
<b>ACTION</b>	<b>RANGE</b>
7 vs Reflex	All creatures in area.
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

**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 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Racial Power LEVEL \* BOOK PH

**ENCOUNTER POWER** DUNGEONS & DRAGONS

Dire Wolverine Strike

KEYWORDS Martial, Weapon

Standard	Close burst 1
<b>ACTION</b>	<b>RANGE</b>
8 vs AC	Each enemy in burst you can see
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

**Requirement:** You must be wielding two melee weapons.  
**Attack:** Strength vs. AC  
**Hit:** 1[W] + Strength modifier (+3) damage.

Lightning Battleaxe +1: +8 attack, 1d10+5 damage  
Thundering Battleaxe +1: +8 attack, 1d10+5 damage

ADDITIONAL EFFECTS

+1d6 to damage once per round (Hunter's Quarry)  
+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Ranger LEVEL 1 BOOK PH

**ENCOUNTER POWER** DUNGEONS & DRAGONS

Disruptive Strike

KEYWORDS Martial, Weapon

Minor	Melee or Ranged weapon
<b>ACTION</b>	<b>RANGE</b>
8 vs AC	The attacking creature
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

**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: +8 attack, 1d10+5 damage  
Thundering Battleaxe +1: +8 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 - Prime Shot.  
+1 Racial bonus 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
<b>ACTION</b>	← *	<b>RANGE</b>
8	vs	AC
<b>ATTACK</b>		<b>TARGET</b>
<b>Attack:</b> Strength vs. AC (melee) or Dexterity vs. AC (ranged) <b>Hit:</b> 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). <b>Miss:</b> Half damage, no ongoing damage, and the target is slowed until the end of your next turn.		
Lightning Battleaxe +1: +8 attack, 2d10+5 damage Thundering Battleaxe +1: +8 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 - Prime Shot. +1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.		
CLASS Ranger	LEVEL 1	BOOK PH
<b>DAILY POWER</b>		

### Yield Ground

KEYWORDS Martial		USED
Imm Reacti	↓ *	Personal
<b>ACTION</b>	← *	<b>RANGE</b>
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
<b>Trigger:</b> An enemy damages you with a melee attack <b>Effect:</b> 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
<b>UTILITY POWER</b>		

### Thundering Battleaxe +1

1d10	2	Axe	
<b>DAMAGE</b>	<b>PROFICIENT</b>	<b>GROUP</b>	<b>RANGE</b>
+1 attack rolls and damage rolls		3	+1d6 thunder damage
<b>ENHANCEMENT</b>		<b>LEVEL</b>	<b>CRITICAL</b>
PROPERTIES			
Versatile			
Melee Basic Attack: +8 attack, 1d10+5 damage			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	
POWER			
<b>Power (Daily • Thunder):</b> Free Action. Use this power when you hit with the weapon. Deal 1d8 thunder damage and push 1 square.			
ITEM SLOT One-hand	WEIGHT 6	PRICE 680	BOOK PH
<b>MAGIC WEAPON</b>			

### Lightning Battleaxe +1

1d10	2	Axe	
<b>DAMAGE</b>	<b>PROFICIENT</b>	<b>GROUP</b>	<b>RANGE</b>
+1 attack rolls and damage rolls		5	+1d6 lightning damage
<b>ENHANCEMENT</b>		<b>LEVEL</b>	<b>CRITICAL</b>
PROPERTIES			
Versatile			
Melee Basic Attack: +8 attack, 1d10+5 damage			
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	
POWER			
<b>Power (At-Will • Lightning):</b> Free Action. All damage dealt by this weapon is lightning damage. Another free action returns the damage to normal. <b>Power (Daily • Lightning):</b> 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 One-hand	WEIGHT 6	PRICE 1000	BOOK PH
<b>MAGIC WEAPON</b>			

### Darkleaf Leather Armor +1

2	-	-	1
<b>AC BONUS</b>	<b>CHECK</b>	<b>SPEED</b>	<b>QUANTITY</b>
+1 AC		4	Armor
<b>ENHANCEMENT</b>		<b>LEVEL</b>	<b>TYPE</b>
PROPERTIES			
Gain a +2 item bonus to AC against the first attack made against you in each encounter.			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER			
ITEM SLOT Body	WEIGHT 15	PRICE 840	BOOK PH
<b>MAGIC ITEM</b>			