

Player Name

Rellek

4

Ranger

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

3,750

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
4	2	2	

CONDITIONAL MODIFIERS

ABILITY SCORES

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

19	Passive Perception	10	+
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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
+ 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

CHARACTER NAME

Rellek

PLAYER NAME

RACE

Dragonborn

CLASS

Ranger

LEVEL

4

HP

47

STR

17

AC

18

Spd

6

CON

15

Fort

16

Init

+4

DEX

14

Ref

16

INT

12

WIS

14

CHA

10

Will

14

14

Passive Insight

19

Passive Perception

PLAY DATA

DUNGEONS & DRAGONS

ACTION POINT

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

Standard

Personal

ACTION

RANGE

vs

Self

ATTACK

DEFENSE

TARGET

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

USED

Minor

ACTION

RANGE

vs

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

Careful Attack

KEYWORDS

Martial, Weapon

USED

Standard

Melee or Ranged weapon

ACTION

RANGE

10

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: +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

USED

Standard

Melee or Ranged weapon

ACTION

RANGE

8

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: +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

USED

Minor

Close blast 3

ACTION

3

RANGE

7

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 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

USED

Standard

Close burst 1

ACTION

1

RANGE

8

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: +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

USED

Minor

Melee or Ranged weapon

ACTION

RANGE

8

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: +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

ACTION

↶

✱

RANGE

8

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:

+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

DAILY POWER

THUNDERING BATTLEAXE

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

THUNDERING BATTLEAXE

Thundering Battleaxe +1

1d10

2

Axe

DAMAGE

PROFICIENT

GROUP

RANGE

+1 attack rolls and damage rolls

3

+1d6 thunder damage

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

Versatile

Melee Basic Attack:

+8 attack, 1d10+5 damage

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Power (Daily • Thunder): 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

MAGIC WEAPON

THUNDERING BATTLEAXE

Lightning Battleaxe +1

1d10

2

Axe

DAMAGE

PROFICIENT

GROUP

RANGE

+1 attack rolls and damage rolls

5

+1d6 lightning damage

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

Versatile

Melee Basic Attack:

+8 attack, 1d10+5 damage

☒ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

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

One-hand

WEIGHT

6

PRICE

1000

BOOK

PH

MAGIC WEAPON

THUNDERING BATTLEAXE

Darkleaf Leather Armor +1

2

-

-

1

AC BONUS

CHECK

SPEED

QUANTITY

+1 AC

4

Armor

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

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

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

Body

WEIGHT

15

PRICE

840

BOOK

PH

MAGIC ITEM

THUNDERING BATTLEAXE