

Player Name Jason Kimble

Shaimon Hu'u		11	Ranger		Blood Moon Stalker			26,000	
Character Name		Level	Class		Paragon Path			Total XP	
Human	Medium	25	Male	6'2"	230lbs	Good	Epic Destiny		
Race	Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company	
								RPGA Number	

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
5	Initiative	5	

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
21	STR Strength	5	10
14	CON Constitution	2	7
11	DEX Dexterity	0	5
10	INT Intelligence	0	5
19	WIS Wisdom	4	9
11	CHA Charisma	0	5

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	SURGE VALUE	SURGES/DAY
76	38	19	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 Resist 5 Cold				
CURRENT CONDITIONS AND EFFECTS				

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
4	Acrobatics	DEX	5	0	-1
5	Arcana	INT	5	0	n/a
14	Athletics	STR	10	5	-1
5	Bluff	CHA	5	0	n/a
5	Diplomacy	CHA	5	0	n/a
14	Dungeoneering	WIS	9	5	n/a
11	Endurance	CON	7	5	-1
14	Heal	WIS	9	5	n/a
5	History	INT	5	0	n/a
9	Insight	WIS	9	0	n/a
5	Intimidate	CHA	5	0	n/a
14	Nature	WIS	9	5	n/a
14	Perception	WIS	9	5	n/a
5	Religion	INT	5	0	n/a
9	Stealth	DEX	5	5	-1
5	Streetwise	CHA	5	0	n/a
4	Thievery	DEX	5	0	-1

Shaimon Hu'u

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
20	AC	15	3			2		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
23	FORT	15	5	1		1	1	

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
21	WILL	15	4			1	1	

CONDITIONAL BONUSES

ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Bonus Feat - Choose an extra feat at 1st level.**Bonus Skill** - Trained in one additional class skill.**Bonus At-Will Power** - Know one extra 1st-level attack power from your class.**Human Defense Bonuses** - +1 to Fortitude, Reflex, and Will.

CLASS / PATH / DESTINY FEATURES

Fighting Style - Choose Archer Fighting Style or Two-Blade Fighting Style.**Beast Mastery** - Gain beast companion; give up Prime

Shot, no Archer or Two-Blade Fighting Style

Hunter's Quarry - Minor action, designate nearest enemy you see as quarry; deal extra damage to quarry once per round.**Blood Moon Action** - When you take an action point action while in beast form, make a melee basic attack.**Blood Moon Hunger** - When you reduce an enemy to 0 hp with a melee or close attack, use second wind.

LANGUAGES KNOWN

Common, Goblin

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MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
19	Passive Insight	10 +	9

24	Passive Perception	10 +	14
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SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Magic Warhammer +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 14	5	5		2		2	

ABILITY: Tundra Wind - Magic Totem +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 10	5	4				1	

ABILITY: Beast Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 15							15

ABILITY: Tundra Wind - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 9	5	4					

DAMAGE WORKSPACE

ABILITY: Beast Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+3	3				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
14	vs AC	Magic Warhammer +2	1d10+7
7	vs AC	Longbow	1d10
10	vs AC	Unarmed (Melee)	1d4+5

FEATS

Lethal Hunter - Hunter's Quarry damage dice increase to d8s**Durable** - Increase number of healing surges by 2**Initiate of the Old Faith** - Druid: Nature skill, wild shape, at-will beast form power 1/encounter**Novice Power** - Swap one encounter power with one of multiclass**Human Beast Mastery** - Beast gains +1 to all defenses**Predatory Action** - Deal Hunter's Quarry damage again with an action point**Adept Power** - Swap one daily power with one of multiclass**Quick Wild Shape** - Use wild shape as a free action

Jason Kimble

COMPANION

Dyspeer - Level 11 Gray wolf

HP

102

17

STR

AC

26

15

CON

Fort

24

15

DEX

Ref

24

7

INT

Will

25

17

WIS

7

CHA

Size: Medium

Vision: Low-light

Speed: 7

Trained Skills: Endurance, Perception

Bite; +15 vs. AC; 1d8 + Strength modifier damage.

Healing Surge Value: 25 (2 surges per day)

Combat Advantage: When a wolf has combat advantage against a target, the wolf gains a bonus to damage rolls against the target equal to the wolf's Wisdom modifier (+4).

CHARACTER NAME

Shaimon Hu'u

PLAYER NAME

Jason Kimble

RACE

Human

CLASS

Ranger

LEVEL

11

HP

76

STR

21

AC

20

Spd

6

CON

14

Fort

23

Init

+5

DEX

11

Ref

18

WIS

19

CHA

11

Will

21

19

Passive Insight

24

Passive Perception

PLAY DATA

DUNGEONS & DRAGONS®



Second Wind

KEYWORDS

USED

Standard

↓

↗

Personal

ACTION

↩

✱

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect: You spend a healing surge and regain 19 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS®

Circling Strike

KEYWORDS

Beast, Martial, Weapon

USED

Standard

*

↓

↗

Melee weapon

ACTION

↩

✱

RANGE

14

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier (+5) damage. Increase damage to 2[W] + Strength modifier (+5) at 21st level.

Effect: Before or after the attack, your beast companion can shift 1 square.

Magic Warhammer +2: +14 attack, 1d10+7 damage

FLAVOR TEXT

Using the distraction your attack provides, your beast companion finds a better position.

CLASS

Ranger

LEVEL

1

BOOK

MP

AT-WILL POWER

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

FLAVOR TEXT

CLASS

LEVEL

*

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Predator Strike

KEYWORDS

Beast, Martial

USED

Standard

*

↓

↗

Melee beast 1

ACTION

↩

✱

RANGE

15

vs

AC

One creature adjacent to you

ATTACK

DEFENSE

TARGET

Attack: Beast's attack bonus vs. AC

Hit: 1[B] + beast's Strength modifier (+3) + your Wisdom modifier (+4) damage. Increase damage to 2[B] + beast's Strength modifier (+3) + your Wisdom modifier (+4) at 21st level.

Unarmed: +15 attack, 1d8+7 damage

FLAVOR TEXT

Your enemy focuses its attention on you, allowing your beast to attack.

CLASS

Ranger

LEVEL

1

BOOK

MP

AT-WILL POWER

DUNGEONS & DRAGONS®

Hit and Run

KEYWORDS

Martial, Weapon

USED

Standard

*

↓

↗

Melee weapon

ACTION

↩

✱

RANGE

14

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier (+5) damage. Increase damage to 2[W] + Strength modifier (+5) at 21st level.

Effect: If you move in the same turn after this attack, leaving the first square adjacent to the target does not provoke an opportunity attack from the target.

Magic Warhammer +2: +14 attack, 1d10+7 damage

FLAVOR TEXT

Let the fighter stand toe to toe with the monster. You prefer to make your attack, then withdraw to safer ground.

CLASS

Ranger

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Wild Shape

KEYWORDS

Polymorph, Primal

USED

Minor

↓

↗

Personal

ACTION

↩

✱

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: You change from your humanoid form to beast form or vice versa. When you change from beast form back to your humanoid form, you can shift 1 square.

While you are in beast form, you can't use attack, utility, or feat powers that lack the beast form keyword, although you can sustain such powers.

You choose a specific form whenever you use wild shape to change into beast form. The beast form is your size, resembles a natural beast or a fey beast, and normally doesn't change your game statistics. Your equipment becomes part of your beast form, but you drop anything you are holding, except implements you can use. You continue to gain the benefits of the equipment you wear. You can use the properties and the powers of implements as well as magic items that you wear, but not the properties or the powers of weapons or the powers of wondrous items. While equipment is part of your beast form, it cannot be removed, and anything in a container that is part of your beast form is inaccessible.

Special: You can use this power once per round.

FLAVOR TEXT

You assume an aspect of the Primal Beast or return to your humanoid form.

CLASS

Druid

LEVEL

BOOK

PH2

AT-WILL POWER

DUNGEONS & DRAGONS®

Synchronized Strike

KEYWORDS

Beast, Martial, Weapon

USED

Standard

*

↓

↗

Melee weapon (beast 1)

ACTION

↩

✱

RANGE

15

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Hit: 1[B] + beast's Strength modifier (+3) damage.

Effect: You make a secondary attack against the target.

Secondary Attack: Strength vs. Reflex

Hit: 1[W] + Strength modifier (+5) damage.

Beast: If your companion is a bear, a boar, a lizard, a raptor, or a snake, the secondary attack deals extra damage equal to your Wisdom modifier (+4).

Magic Warhammer +2: +15 attack, 1d8+3 damage

FLAVOR TEXT

You command your beast companion to tear into your opponent, opening a gap for you to exploit.

CLASS

Ranger

LEVEL

1

BOOK

MP

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Pounce

KEYWORDS

Beast Form, Implement, Primal

USED

Standard

5

Melee touch

ACTION

1

RANGE

10

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier (+4) damage. The target grants combat advantage to the next creature that attacks it before the end of your next turn.
Level 21: 2d8 + Wisdom modifier (+4) damage.
Special: When charging, you can use this power in place of a melee basic attack.

Magic Totem +1: +10 attack, 1d8+5 damage

FLAVOR TEXT

You leap at your foe, catching it off guard.

CLASS

Druid

LEVEL

1

BOOK

PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Tundra Wind

KEYWORDS

Cold, Implement, Primal

USED

Standard

3

Close blast 3

ACTION

3

RANGE

10

vs

Fort

Each creature in blast

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. Fortitude
Hit: 2d6 + Wisdom modifier (+4) cold damage, and you knock the target prone.
Primal Guardian: You also push the target a number of squares equal to your Constitution modifier (+2).

Magic Totem +1: +10 attack, 2d6+5 damage

FLAVOR TEXT

A roaring wind batters your foes, encrusting them with ice and knocking them to the ground.

CLASS

Druid

LEVEL

3

BOOK

PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Beast Rush

KEYWORDS

Beast, Martial, Weapon

USED

Standard

5

Melee weapon (beast 1)

ACTION

5

RANGE

15

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Effect: Before the primary attack, your beast companion can shift a number of squares equal to your Wisdom modifier.
Hit: 1[B] + beast's Strength modifier (+3) damage.
Beast: If your companion is a boar, a cat, a raptor, or a wolf, the primary attack deals extra damage equal to your Wisdom modifier (+4).
Effect: You make a secondary attack against the target.
Secondary Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+5) damage.

Magic Warhammer +2: +15 attack, 1d8+3 damage

FLAVOR TEXT

You designate an enemy to your beast companion, and the beast moves toward that enemy as you strike.

CLASS

Ranger

LEVEL

7

BOOK

MP

ENCOUNTER POWER

DUNGEONS & DRAGONS

Blood Moon Frenzy

KEYWORDS

Beast Form, Implement, Primal

USED

Standard

1

Close burst 1

ACTION

1

RANGE

10

vs

Reflex

Each enemy in burst you can see

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. Reflex
Hit: 2d6 + Wisdom modifier (+4) damage. The attack deals 1d6 extra damage against a target that is already bloodied.

Magic Totem +1: +10 attack, 2d6+5 damage

FLAVOR TEXT

With a fearsome roar, you claw at the enemies around you, dealing harsher wounds to those near death.

CLASS

Blood Moon Stalker

LEVEL

11

BOOK

PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Boar Assault

KEYWORDS

Martial, Weapon

USED

Standard

5

Melee or Ranged weapon

ACTION

5

RANGE

14

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged)
Hit: 2[W] + Strength modifier (+5) damage (melee) or 2[W] + Dexterity modifier (+0) damage (ranged), and you gain temporary hit points equal to your Wisdom modifier (+4).
Miss: Half damage.
Effect: Until the target is reduced to 0 hit points, you gain temporary hit points equal to your Wisdom modifier (+4) each time you hit the target.

Magic Warhammer +2: +14 attack, 2d10+7 damage

FLAVOR TEXT

Each successful attack against your foe increases your tenacity.

CLASS

Ranger

LEVEL

1

BOOK

MP

DAILY POWER

DUNGEONS & DRAGONS

Bloodied Frenzy

KEYWORDS

Beast, Martial

USED

Imm React

5

Melee beast 1

ACTION

5

RANGE

15

vs

AC

The triggering enemy

ATTACK

DEFENSE

TARGET

Trigger: An enemy bloodies you or your beast companion
Effect: Before the attack, your beast companion can shift 5 squares.
Attack: Beast's attack bonus vs. AC
Hit: 2[B] + beast's Strength modifier (+3) damage, and the target is immobilized (save ends).
Miss: Half damage.

Unarmed: +15 attack, 2d8+3 damage

FLAVOR TEXT

Injury, whether yours or your beast companion's, provokes an instant assault from the beast that leaves your adversary momentarily hobbled.

CLASS

Ranger

LEVEL

5

BOOK

MP

DAILY POWER

DUNGEONS & DRAGONS

Summon Proud Bear

KEYWORDS

Implement, Primal, Summoning

USED

Standard

5

Ranged 5

ACTION

5

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: You summon a Large bear in an unoccupied space within range. The bear has speed 6 and a +4 bonus to attack rolls against creatures its own size or larger. You can give the bear the following special command. On the turn you summon the bear, you give that command as part of using this power.
Standard action: Melee 2; targets one creature; Wisdom vs. Fortitude; 2d6 + Wisdom modifier (+4) damage.
Instinctive Effect: If you haven't given the bear any commands by the end of your turn, it attacks an adjacent enemy if it can. Otherwise, it moves its speed to a square adjacent to an enemy.

FLAVOR TEXT
You stomp as you summon your bear ally, which appears and looks for something big to maul.

CLASS

Druid

LEVEL

9

BOOK

PP

DAILY POWER

DUNGEONS & DRAGONS

Bending Branch

KEYWORDS

Martial

USED

Imm Interr

5

Personal

ACTION

5

RANGE

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

Trigger: You are pulled, pushed, or slid
Effect: You negate the forced movement. In addition, you gain a +2 bonus to your next melee attack roll before the end of your next turn

ADDITIONAL EFFECTS

You resist a foe's attempt to move you, and like a great tree swaying in a storm, you snap back, ready to attack

CLASS

Ranger

LEVEL

2

BOOK

Dragon 377

UTILITY POWER

DUNGEONS & DRAGONS

Invigorate the Beast

KEYWORDS

Beast, Healing, Martial

USED

Minor

5

Melee 1

ACTION

5

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Target: Your beast companion
Effect: The target regains hit points as if it had spent a healing surge.
Beast: If your companion is a boar or a lizard, it regains additional hit points equal to your Wisdom modifier (+4).

Unarmed: +5 attack

ADDITIONAL EFFECTS

Your urging pushes your beast companion onward, despite fatigue and injury.

CLASS

Ranger

LEVEL

6

BOOK

MP

UTILITY POWER

DUNGEONS & DRAGONS

Shaimon Hu'u

Page 5

Jason Kimble

Blood of the Fallen

KEYWORDS

Healing, Martial

USED

Free

Personal

ACTION

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Trigger: You reduce your quarry to 0 hit points

Effect: You regain hit points equal to your healing surge value + your Strength modifier (+5)

Unarmed: +5 attack

ADDITIONAL EFFECTS

Your triumph is like a balm to you

CLASS

Ranger

LEVEL

10

BOOK

Dragon 377

UTILITY POWER 

Magic Warhammer +2

1d10	2	Hammer	
DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		6	+2d6 damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES

Versatile

Melee Basic Attack: +14 attack, 1d10+7 damage

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

One-hand

WEIGHT

5

PRICE

1800

BOOK

PH

MAGIC WEAPON 

Magic Totem +1

DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		1	+1d6 damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

Off-hand

WEIGHT

0

PRICE

360

BOOK

PH2

MAGIC WEAPON 

Magic Hide Armor +2

3	-1	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+2 AC		6	Armor
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

Body

WEIGHT

25

PRICE

1800

BOOK

PH

MAGIC ITEM 

Frostwolf Pelt +1

			1
AC BONUS	CHECK	SPEED	QUANTITY
+1 Fortitude, Reflex, and Will		4	Neck Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

You gain resist 5 cold.

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Power (Daily): Immediate Reaction. Trigger: An enemy adjacent to you hits you. Effect: The triggering enemy is knocked prone.

ITEM SLOT

Neck

WEIGHT

0

PRICE

840

BOOK

AV2

MAGIC ITEM 