

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 RPGA Number
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
5	Initiative	5	

CONDITIONAL MODIFIERS

DEFENSES

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

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

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

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

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
19	Passive Insight	10	+

24	Passive Perception	10	+
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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

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
76	38	19
	1/2 HP	1/4 HP

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

TEMPORARY HIT POINTS	USED

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

ACTION POINTS

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.

LANGUAGES KNOWN

Common, Goblin

COMPANION**Dyspeer - Level 11 Gray wolf**

HP 102		17 STR	AC 26
		15 CON	Fort 24
Size: Medium		15 DEX	Ref 24
Vision: Low-light		7 INT	Will 25
Speed: 7		17 WIS	
Trained Skills: Endurance, Perception		7 CHA	

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	21 STR	AC 20
Spd 6	14 CON	Fort 23
Init +5	11 DEX	Ref 18
	10 INT	Will 21
	19 WIS	
	11 CHA	

19 Passive Insight **24** Passive Perception

PLAY DATA DUNGEONS & DRAGONS



ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Second Wind

KEYWORDS: USED

Standard ACTION RANGE Personal

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 ACTION RANGE Melee weapon

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 ACTION RANGE Melee beast 1

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 ACTION RANGE Melee weapon

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 ACTION RANGE Personal

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 ACTION RANGE Melee weapon (beast 1)

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	* ↓ ↘	Melee touch
ACTION	← *	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

Tundra Wind

KEYWORDS: Cold, Implement, Primal USED

Standard	↓ ↘ *	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

Beast Rush

KEYWORDS: Beast, Martial, Weapon USED

Standard	* ↓ ↘	Melee weapon (beast 1)
ACTION	← *	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

Blood Moon Frenzy

KEYWORDS: Beast Form, Implement, Primal USED

Standard	* ↓ ↘	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

Boar Assault

KEYWORDS: Martial, Weapon USED

Standard	* ↓ * ↘	Melee or Ranged weapon
ACTION	← *	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

Bloodied Frenzy

KEYWORDS: Beast, Martial USED

Imm React	* ↓ ↘	Melee beast 1
ACTION	← *	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

Summon Proud Bear

KEYWORDS: Implement, Primal, Summoning USED

Standard	↓ 5 ↘	Ranged 5
ACTION	← *	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

Bending Branch

KEYWORDS: Martial USED

Imm Interr	↓ ↘ *	Personal
ACTION	← *	RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> 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

Invigorate the Beast

KEYWORDS: Beast, Healing, Martial USED

Minor	* ↓ ↘	Melee 1
ACTION	← *	RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> 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

Blood of the Fallen

KEYWORDS	Healing, Martial	USED
Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> 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
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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

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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POWER

ITEM SLOT	One-hand	WEIGHT	5	PRICE	1800	BOOK	PH
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MAGIC WEAPON

Magic Totem +1

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

PROPERTIES

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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POWER

ITEM SLOT	Off-hand	WEIGHT	0	PRICE	360	BOOK	PH2
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MAGIC WEAPON

Magic Hide Armor +2

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

PROPERTIES

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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POWER

ITEM SLOT	Body	WEIGHT	25	PRICE	1800	BOOK	PH
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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.

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
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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
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MAGIC ITEM