

Player Name

Sindarin 3 Ranger
Character Name Level Class
Elf Medium Female Paragon Path
Race Size Age Gender Height Weight Alignment Deity Epic Destiny Total XP 2,250
Lawful Good
Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	3	1	

CONDITIONAL MODIFIERS

ABILITY SCORES

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

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
37	18	9	6	
	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
9	Acrobatics	DEX 4	5		
2	Arcana	INT 2	0	n/a	
4	Athletics	STR 4	0		
1	Bluff	CHA 1	0	n/a	
1	Diplomacy	CHA 1	0	n/a	
8	Dungeoneering	WIS 3	5	n/a	
1	Endurance	CON 1	0		
3	Heal	WIS 3	0	n/a	
2	History	INT 2	0	n/a	
3	Insight	WIS 3	0	n/a	
1	Intimidate	CHA 1	0	n/a	
10	Nature	WIS 3	5	n/a	2
10	Perception	WIS 3	5	n/a	2
2	Religion	INT 2	0	n/a	
9	Stealth	DEX 4	5		
1	Streetwise	CHA 1	0	n/a	
4	Thievery	DEX 4	0		

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
17	AC	11	5			1		

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	REF	11	3	1		2		

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Elven Weapon Proficiency - Proficient with longbow and shortbow.

Group Awareness - Non-elf allies within 5 get +1 to Perception.

Elven Accuracy - Use elven accuracy as an encounter power.

Fey Origin - Your origin is fey, not natural

Wild Step - Ignore difficult terrain when shifting (even when shifting multiple squares).

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, Elven

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
7	Speed (Squares)	7		

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Insight	10	3
20	Passive Perception	10	10

SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Longsword	ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
	+ 7	1	3	3				
ABILITY: Ranged Basic Attack - Longbow	ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
	+ 6	1	3	2				

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Longsword	DAMAGE	ABIL	FEAT	ENH	MISC	MISC
	1d8+3	3				
ABILITY: Ranged Basic Attack - Longbow	DAMAGE	ABIL	FEAT	ENH	MISC	MISC
	1d10+3	3				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
7	vs AC	Longsword	1d8+3
6	vs AC	Longbow	1d10+3
4	vs AC	Unarmed (Melee)	1d4+3
4	vs AC	Unarmed (Range)	1d4+3

FEATS

Toughness - Gain 5 additional hit points per tier

Lethal Hunter - Hunter's Quarry damage dice increase to d8s

Far Shot - Increase projectile weapon range by 5 squares

CHARACTER NAME
Sindarin

PLAYER NAME

RACEElf

CLASSRanger

LEVEL3

HP

37

STR

16

AC

17

Spd

7

CON

10

Fort

17

Init

+4

DEX

16

Ref

17

INT

12

WIS

15

CHA

11

Will

15

13

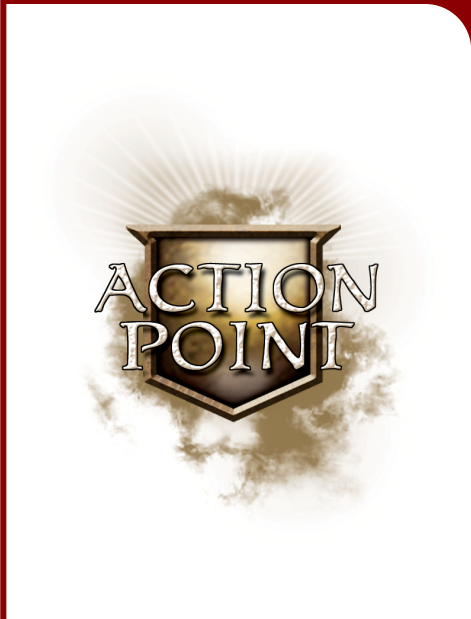
Passive Insight

20

Passive Perception

PLAY DATA

DUNGEONS & DRAGONS®



ENCOUNTER SPECIAL

DUNGEONS & DRAGONS®

Second Wind

KEYWORDS

USED

Standard

↑

↩

↻

Personal

ACTION

↩

↻

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Effect: You spend a healing surge and regain 9 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOKPH

UTILITY 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

ADDITIONAL EFFECTS

CLASS

LEVEL*

BOOKPH

AT-WILL POWER

DUNGEONS & DRAGONS®

Hit and Run

KEYWORDS

Martial, Weapon

USED

Standard

*

↑

↩

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Melee weapon

ACTION

↩

↻

RANGE

7

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+3) damage.
Increase damage to 2[W] + Strength modifier (+3) 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.

Longsword: +7 attack, 1d8+3 damage

ADDITIONAL EFFECTS

+1d8 to damage once per round (Hunter's Quarry)

CLASS

Ranger

LEVEL1

BOOKPH

AT-WILL POWER

DUNGEONS & DRAGONS®

Twin Strike

KEYWORDS

Martial, Weapon

USED

Standard

*

↑

*

↩

↻

Melee or Ranged weapon

ACTION

↩

↻

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.

Longsword: +7 attack, 1d8+0 damage

ADDITIONAL EFFECTS

+1d8 to damage once per round (Hunter's Quarry)
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

CLASS

Ranger

LEVEL1

BOOKPH

AT-WILL POWER

DUNGEONS & DRAGONS®

Elven Accuracy

KEYWORDS

USED

Free

↑

↩

↻

Personal

ACTION

↩

↻

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: Reroll an attack roll. Use the second roll, even if it's lower.

ADDITIONAL EFFECTS

CLASS

Racial Power

LEVEL*

BOOKPH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Fox's Cunning

KEYWORDS

Martial, Weapon

USED

Imm Reacti

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*

↩

↻

Melee or Ranged weapon

ACTION

↩

↻

RANGE

vs

ATTACK

DEFENSE

TARGET

Trigger: An enemy makes a melee attack against you
Attack: You can shift 1 square, then make a basic attack against the enemy.
Special: Gain a power bonus to your basic attack roll equal to your Wisdom modifier (+2).

ADDITIONAL EFFECTS

CLASS

Ranger

LEVEL1

BOOKPH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Thundertusk Boar Strike

KEYWORDS

Martial, Weapon

USED

Standard

*

↑

*

↩

↻

Melee or Ranged weapon

ACTION

↩

↻

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] + Strength modifier (+3) damage (melee) or 1[W] + Dexterity modifier (+3) damage (ranged) per attack. With each hit, you push the target 1 square. If both attacks hit the same target, you push the target a number of squares equal to 1 + your Wisdom modifier (+2).

Longsword: +7 attack, 1d8+3 damage

ADDITIONAL EFFECTS

+1d8 to damage once per round (Hunter's Quarry)
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

CLASS

Ranger

LEVEL3

BOOKPH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Sindarin

Page 3

Sudden Strike

KEYWORDS		Martial, Weapon		USED	
Standard	* ⬇ ⬅	Melee weapon			
ACTION		RANGE			
7	vs	AC	One creature		
ATTACK		DEFENSE		TARGET	
Requirement: You must be wielding two melee weapons. Attack: Strength vs. AC (off-hand weapon) Hit: 1[W] damage (off-hand weapon). Effect: You shift 1 square and make a secondary attack against the target. Secondary Attack: Strength vs. AC (main weapon) Hit: 2[W] + Strength modifier (+3) damage (main weapon), and the target is weakened until the end of your next turn.					
Longsword: +7 attack, 1d8+0 damage					
ADDITIONAL EFFECTS					
+1d8 to damage once per round (Hunter's Quarry)					
CLASS		Ranger		LEVEL	1
				BOOK	PH
DAILY POWER		DUNGEONS & DRAGONS®			

Unbalancing Parry

KEYWORDS		Martial, Weapon		USED	
Imm Reacti	* ⬇ ⬅	Melee 1			
ACTION		RANGE			
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY			
Trigger: An enemy misses you with a melee attack Effect: You slide the enemy three squares into a square adjacent to you and gain combat advantage against it until the end of your next turn.					
ADDITIONAL EFFECTS					
CLASS		Ranger		LEVEL	2
				BOOK	PH
UTILITY POWER		DUNGEONS & DRAGONS®			

Amulet of Protection +2

				1	
AC BONUS		CHECK		SPEED	
+2 Fortitude, Reflex, and Will		6		Neck Slot Item	
ENHANCEMENT		LEVEL		TYPE	
PROPERTIES					
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY			
POWER					
ITEM SLOT	Neck	WEIGHT	0	PRICE	1800
				BOOK	PH
MAGIC ITEM		DUNGEONS & DRAGONS®			

Magic Leather Armor +1

2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+1 AC		1	Armor
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER			
ITEM SLOT	Body	WEIGHT	15
		PRICE	360
		BOOK	PH
MAGIC ITEM		DUNGEONS & DRAGONS®	