

Player Name

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

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	3	1	

CONDITIONAL MODIFIERS

DEFENSES

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

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
7	Speed (Squares)	7		

SPECIAL MOVEMENT

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

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

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Insight	10	3

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
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

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
37	18	9
	1/2 HP	1/4 HP

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

TEMPORARY HIT POINTS	USED
	<input type="checkbox"/>

DEATH SAVING THROW FAILURES

SAVING THROW MODS
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

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

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
10	Perception	WIS	3	5	n/a
2	Religion	INT	2	0	n/a
9	Stealth	DEX	4	5	
1	Streetwise	CHA	1	0	n/a
4	Thievery	DEX	4	0	

CHARACTER NAME
Sindarin

PLAYER NAME

RACE **Elf** CLASS **Ranger** LEVEL **3**

HP 37	STR 16	AC 17
Spd 7	CON 10	Fort 17
Init +4	DEX 16	Ref 17
	INT 12	Will 15
	WIS 15	
	CHA 11	

13 Passive Insight **20** Passive Perception

PLAY DATA **DUNGEONS & DRAGONS**



ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Second Wind

KEYWORDS

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 BOOK *PH*

UTILITY POWER **DUNGEONS & DRAGONS**

Hunter's Quarry

KEYWORDS

Minor

ACTION **RANGE**

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**

Hit and Run

KEYWORDS Martial, Weapon

Standard * 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 LEVEL 1 BOOK *PH*

AT-WILL POWER **DUNGEONS & DRAGONS**

Twin Strike

KEYWORDS Martial, Weapon

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 LEVEL 1 BOOK *PH*

AT-WILL POWER **DUNGEONS & DRAGONS**

Elven Accuracy

KEYWORDS

Free Personal

ACTION **RANGE**

ATTACK **DEFENSE** **TARGET**

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

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK *PH*

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Fox's Cunning

KEYWORDS Martial, Weapon

Imm Reacti * Melee or Ranged weapon

ACTION **RANGE**

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 LEVEL 1 BOOK *PH*

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Thundertusk Boar Strike

KEYWORDS Martial, Weapon

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 LEVEL 3 BOOK *PH*

ENCOUNTER POWER **DUNGEONS & DRAGONS**

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
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DAILY POWER

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
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UTILITY POWER

Amulet of Protection +2

AC BONUS	CHECK	SPEED	QUANTITY
+2 Fortitude, Reflex, and Will		6	Neck Slot Item
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT	Neck	WEIGHT	0	PRICE	1800	BOOK	PH
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MAGIC ITEM

Magic Leather Armor +1

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

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT	Body	WEIGHT	15	PRICE	360	BOOK	PH
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MAGIC ITEM