

DUNGEONS & DRAGONS

Character Sheet

Player Name /RPGA Number

10

Level

Umbada

Unaligned male Half-Orc Ranger

Medium

Age

Height

Weight

Size

Deity

20500

Total XP Next Level at: 26000

Defenses



Conditional Bonuses:

Hit Points

Max HP
(Bloodied 37) **75**

Temp HP

Current Hit Points

Healing Surges

Surge Value Surges/day

18

7

Surges Left

Current Conditions:

Combat Statistics and Senses

Initiative

6

Conditional Modifiers:

Speed

5

Special Movement: +2 Speed when charging

Passive Insight

17

Passive Perception

24

Special Senses: Low-light

Action Points

Action Points Milestones Action Points

1

0

1

1

2

2

3

Effect: Gain a standard action this turn.

Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Second Wind (one per encounter)

☐ Used

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

Death Saving Throw Failures

☐ ☐ ☐

Saving Throw Mods

0

Resistances

Current Conditions and Effects

Basic Attacks

Melee

Harmony Blade Bastard sword +2

17

Strength vs. AC

1d10+11

Damage

Ranged

Harmony Blade Bastard sword +2

17

Dexterity vs. AC

1d10+9

Damage

Languages

Common, Giant

Portrait



Abilities

Ability	Score	Check
STR Strength	22	11
CON Constitution	13	6
DEX Dexterity	12	6
INT Intelligence	10	5
WIS Wisdom	15	7
CHA Charisma	8	4

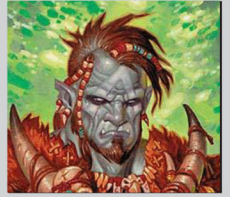
Skills

Skill	Assoc. Ability	Trained	Score
Acrobatics	Dexterity		6
Arcana	Intelligence		5
Athletics	Strength	✓	16
Bluff	Charisma		4
Diplomacy	Charisma		4
Dungeoneering	Wisdom		7
Endurance	Constitution	✓	15
Heal	Wisdom		7
History	Intelligence		5
Insight	Wisdom		7
Intimidate	Charisma		6
Nature	Wisdom	✓	12
Perception	Wisdom	✓	14
Religion	Intelligence		5
Stealth	Dexterity	✓	11
Streetwise	Charisma		4
Thievery	Dexterity		6

Umbada

Player Name

Character Name



Racial Features

Furious Assault

Have the furious assault power

Half-Orc Resilience

Gain 5 temporary hp (10 at 11th, 15 at 21st) the first time you're bloodied during an encounter

Swift Charge

+2 bonus to speed when charging

Endurance Bonus

Intimidate Bonus

Class/Other Features

Fighting Style

Choose Archer Fighting Style, Two-Blade Fighting Style, Beast Mastery, Marauder Fighting Style, Hunter 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.

Feats

Toughness

Gain 5 additional hit points, 10 at 11th, 15 at 21st

Weapon Proficiency (Bastard sword)

Gain proficiency with the Bastard sword.

Weapon Focus (Heavy Blade)

Gain +1 damage per tier with Heavy Blades.

Heavy Blade Expertise

When wielding a heavy blade: +1/2/3 (by tier) to attack, +2 all defenses vs. opportunity attacks

Armor Proficiency: Chainmail

Training with chainmail armor

Armor Proficiency: Scale

Training with scale armor

Lethal Hunter

Hunter's Quarry damage dice increase to d8s

Player Name

Character Name

Umbada



Character Details

Mannerisms and Appearance

Personality Traits

Theme

Background
Early Life - Isolated

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Starlight Goggles (heroic tier)

Neck

Steadfast Amulet +2

Arms

Iron Armbands of Power...

Hands

Strikebacks (heroic tier)

Rings

Rings

Off Hand

Farbond Spellblade Bastard...

Main Hand

Harmony Blade Bastard...

Waist

Armor

Dwarven Drakescale Armor...

Feet

Boots of Eagerness (heroic...

Tattoo

Ki Focus

Other Equipment

1 Adventurer's Kit
1 Longsword
1 Longbow
1 Arrows

Total Weight (lbs.)

100

Coins and Other Wealth

Carrying Capacity (lbs.)

Normal

220

Heavy

440

Max

1100

Melee Basic Attack

At-Will ♦ Standard Action

Harmony Blade Bastard sword +2:

+17 vs. AC, 1d10+11 damage

Melee weapon Target: One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+6) damage.

Level 21: 2[W] + Str modifier (+6) damage.

Additional Effects
+1d8 to damage once per round (Hunter's Quarry)
+1 item bonus to attack rolls to opportunity attacks - Strikebacks (heroic tier).

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Harmony Blade Bastard sword +2:

+17 vs. AC, 1d10+9 damage

Ranged weapon Target: One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

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

Level 21: 2[W] + Dex modifier (+1) 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.
+1 item bonus to attack rolls to opportunity attacks - Strikebacks (heroic tier).

Basic Attack

Furious Assault

Encounter ♦ Free Action

Personal

Your monstrous wrath burns inside you, giving strength to your attack.

Trigger: You hit an enemy with an attack.

Effect: The attack deals 1[W] extra damage if it's a weapon attack or 1d8 extra damage if it is not a weapon attack.

Additional Effects

Half-Orc Racial Power

Used ☐

Hunter's Quarry

At-Will ♦ Minor Action

Effect: 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. 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

Hunter's Quarry Power

Twin Strike

At-Will ♦ Standard Action

Harmony Blade Bastard sword +2:

+12 vs. AC, 1d10+5 damage

Melee or Ranged weapon Targets: One or two creatures

If the first attack doesn't kill it, the second one might.

Keywords: Martial, Weapon

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.

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

Ranger Attack 1

Throw and Stab

At-Will ♦ Standard Action

Harmony Blade Bastard sword +2:

+17 vs. AC, 1d10+3 damage

Ranged weapon Target: One creature

You fling a weapon at one foe and then charge another enemy.

Keywords: Martial, Weapon

Requirement: You must be wielding both a thrown weapon and a melee weapon.

Attack: Strength vs. AC (thrown weapon)

Hit: 1[W] damage.

Effect: You move up to your speed and make a melee basic attack against a creature other than the target.

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.

Ranger Attack 1

Off-Hand Strike

Encounter ♦ Minor Action

Harmony Blade Bastard sword +2:

+17 vs. AC, 1d10+11 damage

Melee weapon Target: One creature

A weapon in your off-hand allows for a quick attack.

Keywords: Martial, Weapon

Requirement: You must be wielding two melee weapons.

Attack: Strength vs. AC (off-hand weapon)

Hit: 1[W] + Str modifier (+6) damage (off-hand weapon).

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

Ranger Attack 1

Used ☐

Jaws of the Wolf

Daily ♦ Standard Action

Harmony Blade Bastard sword +2:

+17 vs. AC, 2d10+11 damage

Melee weapon Target: One creature

You use your weapons to hedge in your foe and trick him into exposing a weak spot, at which point you strike.

Keywords: Martial, Weapon

Requirement: You must be wielding two melee weapons.

Attack: Strength vs. AC (main weapon and off-hand weapon), two attacks

Hit: 2[W] + Str modifier (+6) damage per attack.

Miss: Half damage per attack.

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

Ranger Attack 1

Used ☐

Psionic Spark

At-Will ♦ Minor Action

Ranged 5

Target: One flammable object that isn't carried by another creature

You focus your anger, frustration, or passion into one small object until the heat of your emotion ignites it.

Keyword: Psionic

Effect: You cause the target to catch fire.

Additional Effects

Wild Talent Cantrip

Invigorating Stride

Encounter ♦ Move Action

Personal

You back away from danger and catch your breath.

Keywords: Healing, Martial

Effect: You shift a number of squares equal to your Wis modifier (+2) and must not end the shift adjacent to any enemy. You can use your second wind.

Additional Effects

Ranger Utility 2

Used ☐

Ruffling Sting

Encounter ♦ Minor Action

Harmony Blade Bastard sword +2:

+17 vs. AC, 1d10+11 damage

Melee weapon **Target:** One creature

With a scorpion-like jab, you unsettle your opponent enough to gain a momentary advantage.

Keywords: Martial, Weapon

Requirement: You must be wielding two melee weapons.

Attack: Strength vs. AC (off-hand weapon)

Hit: 1[W] + Str modifier (+6) damage (off-hand weapon). Until the end of your turn, the target grants combat advantage to you for your next melee attack against it.

Additional Effects

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

Ranger Attack 3

Used ☐

Two-Wolf Pounce

Daily ♦ Standard Action

Harmony Blade Bastard sword +2:

+17 vs. AC, 2d10+11 damage

Melee weapon

You set upon a foe with weapons bared, then weave to the side and deal a wound to another adversary.

Keywords: Martial, Weapon

Requirement: You must be wielding two melee weapons.

Special: You can shift 2 squares before making this attack.

Primary Target: One creature

Attack: Strength vs. AC, two attacks (main weapon and off-hand weapon)

Hit: 2[W] + Str modifier (+6) damage (main weapon) and 1[W] + Str modifier (+6) damage (off-hand weapon).

Effect: After attacking the primary target, you can shift 2 squares and make a secondary attack.

Secondary Target: One creature other than the primary target

Secondary Attack: Strength vs. AC (off-hand weapon)

Hit: 2[W] damage (off-hand weapon).

Additional Effects

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

Ranger Attack 5

Used ☐

Death Threat

Encounter ♦ Free Action

Personal

You bring down your quarry and then fix your hunter eyes on another foe

Keyword: Martial

Trigger: You reduce your quarry to 0 hit points

Effect: Choose one enemy within 5 squares of you. You designate that enemy as your quarry, and you gain combat advantage against it until the end of your next turn

Additional Effects

Ranger Utility 6

Used ☐

Lashing Leaves

Encounter ♦ Standard Action

Harmony Blade Bastard sword +2:

+17 vs. AC, 1d10+11 damage

Melee weapon **Target:** One creature

Your dancing blades cut your foe deep, leaving wounds that are exacerbated by further attacks

Keywords: Martial, Weapon

Requirement: You must be wielding two melee weapons

Attack: Strength vs. AC. Make the attack twice, once with your main weapon and once with your off-hand weapon

Hit: 1[W] + Str modifier (+6) damage. Until the end of your next turn, the target takes 2 extra damage whenever it is hit. If both attacks hit, the extra damage equals 1 + your Wis modifier (+2)

Additional Effects

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

Ranger Attack 7

Used ☐

Attacks on the Run

Daily ♦ Standard Action

Harmony Blade Bastard sword +2:

+12 vs. AC, 3d10+6 damage

Melee or Ranged weapon **Targets:** One or two creatures

Without breaking stride, you make two attacks against a single foe or two different targets.

Keywords: Martial, Weapon

Attack: You can move your speed. At any point during your move, you can make two Strength vs. AC attacks with a melee weapon or two Dexterity vs. AC attacks with a ranged weapon.

Hit: 3[W] + Str modifier (+6) damage (melee) or 3[W] + Dex modifier (+1) damage (ranged) per attack.

Miss: Half damage per attack.

Additional Effects

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

Ranger Attack 9

Used ☐

Resume the Hunt

Encounter ♦ Free Action

Personal

You drop a foe and then sprint away in search of the next fight.

Keyword: Martial

Trigger: You reduce an enemy to 0 hit points

Effect: You move your speed. You don't provoke opportunity attacks for leaving a square at the start of this movement. Until the end of your next turn, you gain a +2 bonus to all defenses.

Additional Effects

Ranger Utility 10

Used ☐

Harmony Blade Bastard...

Weapon ♦ Level 9

Damage: 1d10

Proficiency Bonus: 3

Range: 5/10

Properties: Versatile, Heavy Thrown

Enhancement: +2 attack rolls and damage rolls

Critical: +1d6 damage per plus, and you can make a melee basic attack with your off-hand weapon.

Property: When you hit an enemy with both this weapon and your off-hand weapon during the same turn, that enemy takes a –2 penalty to attack rolls against you until the end of your next turn.

Farbond Spellblade Bastard...

Weapon ♦ Level 7

Damage: 1d10

Proficiency Bonus: 3

Range: 5/10

Properties: Versatile, Heavy Thrown

Enhancement: +2 attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d8 per plus when used as an implement for an arcane power

Property: This weapon can be used as a heavy thrown weapon with a range of 5/10. If you have the Swordbond class feature, you can call this weapon to your hand from up to a mile away.

Dwarven Drakescale Armor...

Armor ♦ Level 7

Armor Bonus: 8

Speed: -1

Enhancement: +2 AC

Property: Gain a +2 item bonus to Endurance checks.

Power (Daily • Healing): Free Action. Regain hit points as if you had spent a healing surge.

Iron Armbands of Power...

Arms Slot Item ♦ Level 6

Property: Gain a +2 item bonus to melee damage rolls.

Boots of Eagerness (heroic...

Feet Slot Item ♦ Level 9

Power (Encounter): Minor Action. Use this power during your turn to take a move action.

Strikebacks (heroic tier)

Hands Slot Item ♦ Level 10

Property: Gain a +1 item bonus to opportunity attacks.

Power (Encounter): Immediate Reaction. Use this power when an adjacent enemy hits you. Make a melee basic attack against that enemy.

Steadfast Amulet +2

Neck Slot Item ♦ Level 8

Enhancement: +2 Fortitude, Reflex, and Will

Power (Daily): Immediate Interrupt. Use this power when you are dazed or stunned by an attack. Make a saving throw against the condition. On a failure, you don't expend the use of this power and no daily use of a magic item power occurs.

Starlight Goggles (heroic tier)

Head Slot Item ♦ Level 8

Property: Gain low-light vision.