





Varis		1	Ranger					0	
Character Name		Level	Class	Paragon Path			Epic Destiny	Total XP	
Elf	Medium	Male	6'0"	169 lbs.	Good	Corellon			
Race	Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company	RPGA Number

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
5 Initiative	5		
CONDITIONAL MODIFIERS			

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
14	<b>STR</b> Strength	2	2
10	<b>CON</b> Constitution	0	0
20	<b>DEX</b> Dexterity	5	5
10	<b>INT</b> Intelligence	0	0
13	<b>WIS</b> Wisdom	1	1
8	<b>CHA</b> Charisma	-1	-1

HIT POINTS			
MAX HP	BLOODIED	SURGE VALUE	HEALING SURGES SURGES/DAY
22	11 1/2 HP	5 1/4 HP	6
CURRENT HIT POINTS		CURRENT SURGE USES	
SECOND WIND 1/ENCOUNTER			USED 
TEMPORARY HIT POINTS			
DEATH SAVING THROW FAILURES			  
SAVING THROW MODS			
RESISTANCES			
CURRENT CONDITIONS AND EFFECTS			

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

DEFENSES								
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
18	AC	10	8					

**CONDITIONAL BONUSES**  
+2 AC against opportunity attacks

		10 +							
		DEFENSE	1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	<b>FORT</b>	10	2	1					
<b>CONDITIONAL BONUSES</b>									

	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	REF	10	5	1				

CONDITIONAL BONUSES

	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
11	<b>WILL</b>	10	1					

CONDITIONAL BONUSES

ACTION POINTS		
	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3
ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS		

## RACE FEATURES

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**Elven Weapon Proficiency** - Proficient with longbow and shortbow.

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

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**Elven Accuracy** - Use elven accuracy as an encounter power.

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**Fey Origin** - Your origin is fey, not natural.

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

[illegible]

MOVEMENT				
SCORE	BASE	ARMOR	ITEM	MISC
7	Speed (Squares)	7		
SPECIAL MOVEMENT				

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
11	Passive Insight	10 +	1
18	Passive Perception	10 +	8

**SPECIAL SENSES**  
Low-light Vision

ATTACK WORKSPACE								
ABILITY: Ranged Basic Attack - Longbow								
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	
+ 7	0	5		2				

ABILITY: Melee Basic Attack - Longsword								
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	
+ 5	0	2		3				

DAMAGE WORKSPACE					
ABILITY: Ranged Basic Attack - Longbow					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+5	5				
ABILITY: Melee Basic Attack - Longsword					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+2	2				

BASIC ATTACKS				
ATTACK		DEFENSE	WEAPON OR POWER	DAMAGE
7	vs	AC	Longbow	1d10+5
5	vs	AC	Longsword	1d8+2
5	vs	AC	Dagger (Melee)	1d4+2
8	vs	AC	Dagger (Range)	1d4+5

[illegible]



Varis

PLAYER NAME

Robert N. Emerson

RACE

Elf

CLASS

Ranger

LEVEL

1

HP

22

14

STR

AC

18

10

CON

Fort  
13

20

DEX

10

INT

Ref  
16

Init

+5

13

WIS

8

CHA

Will  
11

11

Passive  
Insight

18

Passive  
Perception

## PLAY DATA

DUNGEONS &amp; 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 \*

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## AT-WILL POWER

DUNGEONS &amp; DRAGONS®

## Elven Accuracy

KEYWORDS

USED

Free Action

ACTION

Personal

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 \*

BOOK

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## ENCOUNTER POWER

DUNGEONS &amp; DRAGONS®

## Twin Strike

KEYWORDS

Martial, Weapon

USED

Standard

ACTION

Melee or Ranged weapon

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.

Longbow: +7 attack, 1d10+0 damage

ADDITIONAL EFFECTS

+1d6 to damage once per round (Hunter's Quarry)

+1 to attack rolls if none of your allies are closer to the target - P

CLASS

Ranger

LEVEL

1

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## AT-WILL POWER

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## Fox's Cunning

KEYWORDS

Martial, Weapon

USED

Imm Reacti

ACTION

Melee or Ranged weapon

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 (+1).

ADDITIONAL EFFECTS

CLASS

Ranger

LEVEL

1

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## ENCOUNTER POWER

DUNGEONS &amp; DRAGONS®

## Second Wind

KEYWORDS

USED

Standard

ACTION

Personal

RANGE

vs

Self

ATTACK

DEFENSE

TARGET

Effect: You spend a healing surge and regain 5 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

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## ENCOUNTER ACTION

DUNGEONS &amp; DRAGONS®

## Nimble Strike

KEYWORDS

Martial, Weapon

USED

Standard

ACTION

Ranged weapon

RANGE

7

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Special: Shift 1 square before or after you attack.

Attack: Dexterity vs. AC

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

Increase damage to 2[W] + Dexterity modifier (+5) at 21st level.

Longbow: +7 attack, 1d10+5 damage

ADDITIONAL EFFECTS

+1d6 to damage once per round (Hunter's Quarry)

+1 to attack rolls if none of your allies are closer to the target - P

CLASS

Ranger

LEVEL

1

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## AT-WILL POWER

DUNGEONS &amp; DRAGONS®

## Split the Tree

KEYWORDS

Martial, Weapon

USED

Standard

ACTION

Ranged weapon

RANGE

7

vs

AC

Two creatures within 3 squares of ea

ATTACK

DEFENSE

TARGET

Attack: Dexterity vs. AC. Make two attack rolls, take the higher result, and apply it to both targets.

Hit: 2[W] + Dexterity modifier (+5) damage.

Longbow: +7 attack, 2d10+5 damage

ADDITIONAL EFFECTS

+1d6 to damage once per round (Hunter's Quarry)

+1 to attack rolls if none of your allies are closer to the target - P

CLASS

Ranger

LEVEL

1

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## DAILY POWER

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