

Player Name Robert N. Emerson

 Varis 1 Ranger

 Character Name 1 Level Ranger Class Paragon Path Epic Destiny 0 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	5		

CONDITIONAL MODIFIERS

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

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
7	Speed (Squares)	7		

SPECIAL MOVEMENT

ABILITY SCORES

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

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	FORT	10	2	1			

CONDITIONAL BONUSES

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	WILL	10	1				

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
11	Passive Insight	10	+ 1

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
18	Passive Perception	10	+ 8

 SPECIAL SENSES
 Low-light Vision

ATTACK WORKSPACE

ABILITY:	ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
Ranged Basic Attack - Longbow	+ 7		0	5	2			
Melee Basic Attack - Longsword	+ 5		0	2	3			

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
	SURGE VALUE	SURGES/DAY
22	11	5
	1/2 HP	1/4 HP

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

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
<input type="checkbox"/>	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.
 - Archer Fighting Style** - Gain Defensive Mobility 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.

DAMAGE WORKSPACE

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

FEATS

- Defensive Mobility** - +2 to AC against opportunity attacks
- Light Step** - Add to overland speed of group, +1 to Acrobatics and Stealth

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	

LANGUAGES KNOWN

Common, Elven

Varis

PLAYER NAME

Robert N. Emerson

RACE Elf CLASS Ranger LEVEL 1

HP 22	STR 14	AC 18
Spd 7	CON 10	Fort 13
Init +5	DEX 20	Ref 16
	INT 10	Will 11
	WIS 13	
	CHA 8	

11 Passive Insight	18 Passive Perception
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Second Wind

KEYWORDS	USED
Standard	Personal
ACTION	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 BOOK PH

PLAY DATA 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 * BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Elven Accuracy

KEYWORDS	USED
Free Action	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 * BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Twin Strike

KEYWORDS	USED
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.

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 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Fox's Cunning

KEYWORDS	USED
Martial, Weapon	
Imm Reacti	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 (+1).

ADDITIONAL EFFECTS

CLASS Ranger LEVEL 1 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER ACTION DUNGEONS & DRAGONS

Nimble Strike

KEYWORDS	USED
Martial, Weapon	
Standard	Ranged weapon
ACTION	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 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Split the Tree

KEYWORDS	USED
Martial, Weapon	
Standard	Ranged weapon
ACTION	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 BOOK PH

DAILY POWER DUNGEONS & DRAGONS