

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

Scotley

12

Level

### Wik

Unaligned male Human Ranger

32

6'

175 lb.

Medium

Age

Height

Weight

Size

Deity

32000

Total XP

39000

### Defenses

28

26

28

24

Conditional Bonuses

### Hit Points

Max HP  
(Bloodied 40 ) 81

Temp HP

Current Hit Points

### Healing Surges

Surge Value

Surges/Day

21

8

Current Conditions:

### Combat Statistics and Senses

Initiative

14

Conditional Modifiers:

Speed

6

Passive Insight

19

Passive Perception

24

Special Senses: Normal

### Action Points

Action Points

Milestones

Action Points

0

1

2

1

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

+2 Saving Throws against poison damage

### Resistances/Vulnerabilities

### Current Conditions and Effects

### Basic Attacks

#### Melee

Magic Rapier +3

14

Strength vs. AC

1d8+5

Damage

#### Ranged

Rebounding Greatbow +3

19

Dexterity vs. AC

1d12+11

Damage

### Languages

Common, Giant



### Abilities

STR Strength

14

Check

8

CON Constitution

14

8

DEX Dexterity

22

12

INT Intelligence

11

6

WIS Wisdom

16

9

CHA Charisma

10

6

### Skills

Acrobatics	Dexterity	✓	16
Arcana	Intelligence		6
Athletics	Strength	✓	12
Bluff	Charisma		6
Diplomacy	Charisma		6
Dungeoneering	Wisdom	✓	14
Endurance	Constitution	✓	14
Heal	Wisdom		9
History	Intelligence		6
Insight	Wisdom		9
Intimidate	Charisma		6
Nature	Wisdom	✓	14
Perception	Wisdom	✓	14
Religion	Intelligence		6
Stealth	Dexterity	✓	20
Streetwise	Charisma		6
Thievery	Dexterity	✓	16

Scotley

Wik

Player Name

Character Name



## Character Details

### Background

Occupation - Criminal

### Theme

Explorer

### Mannerisms and Appearance

His hair is dark and worn tied back. His van dyke beard comes to a point an inch below his chin and his mustaches are neatly waxed. A sly grin rarely leaves his face.

### Personality Traits

Wik has suffered much loss and copes with dark humor. He sometimes drinks too much when his mood turns dark, but most of the time he plays the smiling rogue with gusto.

### Adventuring Company

### Companions and Allies

### Session and Campaign Notes

Other Notes

## Equipment

Head

Neck

Elven Cloak +2

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Rebounding Greatbow +3

Waist

Belt of Vigor (heroic tier)

Armor

Winged Earthhide Armor +3

Feet

Catstep Boots

Tattoo

Ki Focus

## Other Equipment

Adventurer's Kit  
Arrows (30)  
Camouflaged Clothing  
Signal ammunition (5)  
Hunter's Flint  
Magic Rapier +3  
Short sword of Defense +1  
Potion of Cure Light Wounds

Total Weight (lbs.)

82

Carrying Capacity (lbs.)

Treasure

38 pp; 49 gp

Normal

140

Heavy

280

Max

700

Scotley

Player Name

Wik

Character Name



## Racial Features

### Bonus At-Will Power

Know one extra 1st-level attack power from your class.

### Bonus Feat

Choose an extra feat at 1st level.

### Bonus Skill

Trained in one additional class skill.

### Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

### Human Power Selection

Choose an option for your human character.

## Class/Other Features

### Archer Fighting Style

Gain Defensive Mobility as a bonus feat.

### Explorer Starting Feature

Find north automatically, +5 to skill checks to avoid becoming lost, find specific location, or spot landmark; gain Surefooted Stride power

### Fighting Style

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

### 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.

### Sneak Attack

Deal 2d6 extra damage to target granting you combat advantage with light blade, hand crossbow, shortbow, or sling; 3d6 at 11th level, 5d6 at 21st level

### Explorer Level 5 Feature

Gain +2 to Endurance; travel speed for group becomes slowest member's speed +1, group gains +2 to Endurance when traveling

### Explorer Level 10 Feature

+1 power bonus to Fortitude, +2 to saving throws against ongoing poison damage

### Archer's Action (Battlefield Archer)

Can spend action point to reroll ranged attack or damage roll

### Battlefield Experience

You can designate up to [Wis mod] creatures as your quarry; +1 to attack rolls vs. quarry targets

## Feats

### Defensive Mobility

+2 to AC against opportunity attacks

### Lethal Hunter

Hunter's Quarry damage dice increase to d8s

### Sneak of Shadows

Rogue: Thievery skill, Sneak Attack 1/encounter

### Predatory Action

Deal Hunter's Quarry damage again with an action point

### Weapon Focus (Bow)

Gain +1 damage per tier with Bows.

### Bow Expertise

When using a bow: +1/2/3 (by tier) to attack, +1/2/3 (by tier) damage to one creature that isn't adjacent to other creatures

### Quick Draw

Draw a weapon with attack action, +2 to initiative

### Weapon Proficiency (Greatbow)

Gain proficiency with the Greatbow.

### Bleeding Precision

Deal ongoing 5 damage with daily ranger power

### Disciple of War

Gain +1 attack and +2/3/4 damage for first creature you hit in the first turn of an encounter

### Improved Defenses

+1/2/3 bonus (by tier) to Fortitude, Reflex, and Will.

### Skill Training (Dungeoneering)

Gain training in Dungeoneering

## Wik

Level 12 Human Ranger

HP	SCORE	ABILITY	MOD	AC
81	14	STR	2	28
	14	CON	2	
Spd	22	DEX	6	26
6	11	INT	0	
Init	16	WIS	3	28
+14	10	CHA	0	
				Will
				24

19 Passive Insight

24 Passive Perception

## Skills

Acrobatics	Dexterity	• 16
Arcana	Intelligence	6
Athletics	Strength	• 12
Bluff	Charisma	6
Diplomacy	Charisma	6
Dungeoneering	Wisdom	• 14
Endurance	Constitution	• 14
Heal	Wisdom	9
History	Intelligence	6
Insight	Wisdom	9
Intimidate	Charisma	6
Nature	Wisdom	• 14
Perception	Wisdom	• 14
Religion	Intelligence	6
Stealth	Dexterity	• 20
Streetwise	Charisma	6
Thievery	Dexterity	• 16

• indicates a trained skill.

## Action Point

Base action points: 1

**Predatory Action:** If you spend an action point to take an extra action and have already dealt Hunter's Quarry damage during this round, you can deal the extra damage a second time during this turn

**Archer's Action (Battlefield Archer):** You can spend an action point to reroll one ranged attack roll or ranged damage roll, instead of taking an extra action.

**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.

Encounter Special

## Melee Basic Attack

At-Will ♦ Standard Action

**Magic Rapier +3:** +14 vs. AC, 1d8+5 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 (+2) damage.

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

### Additional Effects

+2d8 to damage once per round (Hunter's Quarry)  
+3d6 to damage once per encounter (Sneak Attack)  
+1 to attack rolls against a quarry - Battlefield Experience.

Basic Attack

## Ranged Basic Attack

At-Will ♦ Standard Action

**Rebounding Greatbow +3:** +19 vs. AC, 1d12+11 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 (+6) damage.

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

### Additional Effects

+2d8 to damage once per round (Hunter's Quarry)  
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.  
+2 to damage rolls against a single creature that is not adjacent to any other creature - Bow Expertise.  
+1 to attack rolls against a quarry - Battlefield Experience.

Basic Attack

## Careful Attack

At-Will ♦ Standard Action

**Rebounding Greatbow +3:** +21 vs. AC, 1d12+11 damage

**Melee** or **Ranged** weapon **Target:** One creature

*You study the enemy, looking for a gap in his defenses. Only when you find it do you strike.*

**Keywords:** Martial, Weapon

**Requirement:** You must be wielding two melee weapons or a ranged weapon.

**Attack:** Strength + 2 vs. AC (melee) or Dexterity + 2 vs. AC (ranged).

**Hit:** 1[W] + Str modifier (+2) damage (melee) or 1[W] + Dex modifier (+6) damage (ranged).

### Additional Effects

+2d8 to damage once per round (Hunter's Quarry)  
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.  
+2 to damage rolls against a single creature that is not adjacent to any other creature - Bow Expertise.  
+1 to attack rolls against a quarry - Battlefield Experience.

Ranger Attack 1

## Nimble Strike

At-Will ♦ Standard Action

**Rebounding Greatbow +3:** +19 vs. AC, 1d12+11 damage

**Ranged** weapon **Target:** One creature

*You slink past your enemy's guard to make your attack, or you make your attack and then withdraw to a more advantageous position.*

**Keywords:** Martial, Weapon

**Special:** Shift 1 square before or after you attack.

**Attack:** Dexterity vs. AC

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

### Additional Effects

+2d8 to damage once per round (Hunter's Quarry)  
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.  
+2 to damage rolls against a single creature that is not adjacent to any other creature - Bow Expertise.  
+1 to attack rolls against a quarry - Battlefield Experience.

Ranger Attack 1

## Twin Strike

At-Will ♦ Standard Action

**Rebounding Greatbow +3:** +19 vs. AC, 1d12+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

+2d8 to damage once per round (Hunter's Quarry)  
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.  
+2 to damage rolls against a single creature that is not adjacent to any other creature - Bow Expertise.  
+1 to attack rolls against a quarry - Battlefield Experience.

Ranger Attack 1

## Evasive Strike

Encounter ♦ Standard Action

**Rebounding Greatbow +3:** +19 vs. AC, 2d12+11 damage

**Melee** or **Ranged** weapon **Target:** One creature

*You confound enemies by weaving through the battlefield unscathed as you make your attacks.*

**Keywords:** Martial, Weapon

**Special:** You can shift a number of squares equal to 1 + your Wis modifier (+3) either before or after the attack.

**Attack:** Strength vs. AC (melee) or Dexterity vs. AC (ranged)

**Hit:** 2[W] + Str modifier (+2) damage (melee) or 2[W] + Dex modifier (+6) damage (ranged).

### Additional Effects

+2d8 to damage once per round (Hunter's Quarry)  
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.  
+2 to damage rolls against a single creature that is not adjacent to any other creature - Bow Expertise.  
+1 to attack rolls against a quarry - Battlefield Experience.

Ranger Attack 1

Used ☐

## Disruptive Strike

Encounter ♦ Immediate Interrupt

**Rebounding Greatbow +3:** +19 vs. AC, 1d12+11 damage

**Melee** or Ranged weapon      **Target:** The attacking creature

*You thwart an enemy's attack with a timely thrust of your blade or a quick shot from your bow.*

**Keywords:** Martial, Weapon

**Trigger:** You or an ally is attacked by a creature

**Attack:** Strength vs. AC (melee) or Dexterity vs. AC (ranged)

**Hit:** 1[W] + Str modifier (+2) damage (melee) or 1[W] + Dex modifier (+6) damage (ranged). The target takes a penalty to its attack roll for the triggering attack equal to 3 + your Wis modifier (+3).

### Additional Effects

+2d8 to damage once per round (Hunter's Quarry)  
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.  
+2 to damage rolls against a single creature that is not adjacent to any other creature - Bow Expertise.  
+1 to attack rolls against a quarry - Battlefield Experience.

Ranger Attack 3

Used ☐

## Biting Volley

Encounter ♦ Standard Action

**Rebounding Greatbow +3:** +19 vs. Reflex, 1d12+11 damage

**Ranged** weapon      **Target:** One or two creatures

*Two lucky shots find chinks in your target's armor.*

**Keywords:** Martial, Weapon

**Attack:** Dexterity vs. Reflex, two attacks. Each attack can score a critical hit on a roll of 18–20.

**Hit:** 1[W] + Dex modifier (+6) damage per attack.

### Additional Effects

+2d8 to damage once per round (Hunter's Quarry)  
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.  
+2 to damage rolls against a single creature that is not adjacent to any other creature - Bow Expertise.  
+1 to attack rolls against a quarry - Battlefield Experience.

Ranger Attack 7

Used ☐

## Combined Fire

Encounter ♦ Immediate Reaction

**Rebounding Greatbow +3:** +19 vs. AC, 3d12+11 damage

**Ranged** weapon      **Target:** One creature attacked by your ally

*You combine fire with one of your allies to take down a troublesome foe.*

**Keywords:** Martial, Weapon

**Trigger:** An ally makes a ranged attack or an area attack

**Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dex modifier (+6) damage.

### Additional Effects

+2d8 to damage once per round (Hunter's Quarry)  
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.  
+2 to damage rolls against a single creature that is not adjacent to any other creature - Bow Expertise.  
+1 to attack rolls against a quarry - Battlefield Experience.

Battlefield Archer Attack 11

Used ☐

## Split the Tree

Daily ♦ Standard Action

**Rebounding Greatbow +3:** +19 vs. AC, 2d12+11 damage

**Ranged** weapon      **Targets:** Two creatures within 3 squares of each other

*You fire two arrows at once, which separate in mid-flight to strike two different targets.*

**Keywords:** Martial, Weapon

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

**Hit:** 2[W] + Dex modifier (+6) damage.

### Additional Effects

+2d8 to damage once per round (Hunter's Quarry)  
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.  
+2 to damage rolls against a single creature that is not adjacent to any other creature - Bow Expertise.  
+1 to attack rolls against a quarry - Battlefield Experience.

Ranger Attack 1

Used ☐

## Spitting-Cobra Stance

Daily ♦ Minor Action

### Personal

*You stand ready to launch a quick attack against any foe that menaces you.*

**Keywords:** Martial, Stance, Weapon

**Effect:** Until the stance ends, you can make a ranged basic attack as an immediate reaction against any enemy within 5 squares of you that moves closer to you.

### Additional Effects

Ranger Attack 5

Used ☐

## Close Quarters Shot

Daily ♦ Standard Action

**Rebounding Greatbow +3:** +19 vs. AC, 4d12+11 damage

**Ranged** 1      **Target:** One adjacent enemy

*Though menaced by fangs and claws, you calmly unload an arrow into the creature's gaping maw—mere inches from your outstretched arm.*

**Keywords:** Martial, Weapon

**Attack:** Dexterity vs. AC. This attack does not provoke opportunity attacks.

**Hit:** 4[W] + Dex modifier (+6) damage.

**Miss:** Half damage.

### Additional Effects

+2d8 to damage once per round (Hunter's Quarry)  
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.  
+2 to damage rolls against a single creature that is not adjacent to any other creature - Bow Expertise.  
+1 to attack rolls against a quarry - Battlefield Experience.

Ranger Attack 9

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

## Surefooted Stride

Encounter ♦ Move Action

### Personal

*Your expert woodcraft allows you to move easily through difficult terrain and use it to your advantage in battle.*

**Keyword:** Primal

**Effect:** You move up to your speed, ignoring difficult terrain. Until the end of your next turn, you gain a +2 bonus to AC and Reflex if you are in difficult terrain, and you gain combat advantage against enemies that are in difficult terrain.

### Additional Effects

Explorer Utility

Used ☐

## Far Sight

Encounter ♦ Minor Action

### Personal

*You focus your senses to pick out enemies at the edge of your vision.*

**Effect:** Until the end of your next turn, your ranged weapon attack rolls take no penalty from long range, and they ignore cover and concealment, but not superior cover or total concealment.

**Prerequisite:** You must be trained in Perception.

### Additional Effects

Perception Utility 2

Used ☐

### Archer's Glory

Encounter ♦ Free Action

#### Personal

*One enemy falls, and those that remain are about to learn what heroism is all about.*

**Keyword:** Martial

**Trigger:** One of your ranged attacks drops an enemy to 0 hit points or fewer

**Effect:** You gain an action point that you must spend before the end of your next turn.

Additional Effects

Battlefield Archer Utility 12

Used ☐

### Healing Lore

Daily ♦ Minor Action

**Unarmed:**

**Close burst 5**

**Target:** You or one ally in the burst

*The primal power you call upon allows access to the deepest reserves of strength.*

**Keywords:** Healing, Primal

**Effect:** The target can spend a healing surge.

Additional Effects

+1 to attack rolls against a quarry - Battlefield Experience.

Ranger Utility 6

Used ☐

### Eyes of the Owl

Daily ♦ Minor Action

**Close burst 5**

**Target:** You and each ally in the burst

*The spirits of the night grant you enhanced senses.*

**Keyword:** Primal

**Effect:** Each target gains both darkvision and a +2 power bonus to Perception checks until the end of the encounter.

Additional Effects

Ranger Utility 10

Used ☐

### Catstep Boots

Feet Slot Item ♦ Level 3

#### Properties

When you fall or jump down, you take only half normal falling damage and always land on your feet.

**Power ♦ Daily** (Free Action)

Gain a +5 power bonus to your next Acrobatics check or Athletics check.

### Belt of Vigor (heroic tier)

Waist Slot Item ♦ Level 2

#### Properties

You gain a +1 item bonus to your healing surge value.

### Short sword of Defense +1

Weapon ♦ Level 4

**Damage:** 1d6

**Proficiency Bonus:** 3

**Properties:** Off-Hand

**Enhancement:** +1 attack rolls and damage rolls

**Critical:** +1d6 damage per plus

#### Properties

You gain resist 1 to all damage while you are holding the weapon.

**Utility Power ♦ Daily** (Immediate Interrupt)

**Trigger:** You take damage from a melee attack that hits you.

**Effect:** You take only half of the damage.

### Magic Rapier +3

Weapon ♦ Level 11

**Damage:** 1d8

**Proficiency Bonus:** 3

**Enhancement:** +3 attack rolls and damage rolls

**Critical:** +1d6 damage per plus

### Elven Cloak +2

Neck Slot Item ♦ Level 7

**Enhancement:** +2 Fortitude, Reflex, and Will

#### Properties

You gain an item bonus to Stealth checks equal to the cloak's enhancement bonus.

### Potion of Cure Light Wounds

Consumable ♦ Level 1

**Utility Power** (Healing) ♦ **Consumable** (Minor Action)

**Effect:** You drink the potion. If you have a healing surge, you must spend one. Instead of the hit points you would normally regain, you regain 1d8 + 1 hit points. If you are bloodied and don't have any healing surges, you still regain the hit points. If neither of these things is true, there is no effect.

### Rebounding Greatbow +3

Weapon ♦ Level 12

**Damage:** 1d12

**Proficiency Bonus:** 2

**Range:** 25/50

**Properties:** Load Free

**Enhancement:** +3 attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power ♦ Encounter** (Free Action)

*Trigger:* You attack an enemy with this weapon and miss.

*Effect:* You make a ranged basic attack against a different enemy within 5 squares of that enemy.

### Winged Earthhide Armor +3

Armor ♦ Level 13

**Armor Bonus:** 3

**Check:** -1

**Special:** +1 Fortitude

**Enhancement:** +3 AC

#### Properties

You gain an item bonus to Athletics checks to jump equal to the armor's enhancement bonus.

**Power ♦ Daily** (Move Action)

You fly your speed. You must begin and end this move on a solid surface. You also gain a +2 power bonus to all defenses until the end of your next turn.

### Hunter's Flint

Wondrous Item ♦ Level 2

**Utility Power** (Illusion) ♦ **Daily**  
(Standard Action)

*Effect:* You light a campfire using this flint that burns without smoke or sound. The bright light of this magic campfire is invisible from outside its 10-square radius, though creatures and objects within that radius can be seen normally with darkvision or if existing light allows. The campfire is a normal fire in all other respects. The fire lasts for 12 hours (requiring no additional fuel) or until it is extinguished normally. The flint can be used to light lanterns and other fires as normal, but such fires gain no magical qualities.