

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

Scotley

12

Level

Wik

Unaligned male Human Ranger

32 Age 6' Height 175 lb. Weight Medium Size Deity

32000

Total XP 39000

Defenses



Conditional Bonuses

Hit Points

Max HP
(Bloodied 40) 81

Temp HP

Current Hit Points

Healing Surges

Surge Value

Surges/Day

21

8

Current Conditions:

Action Points

Action Points	Milestones	Action Points
<input type="text"/>	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

+2 Saving Throws against poison damage

Resistances/Vulnerabilities

Resist 1 All

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

		Check
STR	Strength	14 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

Combat Statistics and Senses

Initiative

14

Conditional Modifiers:

Speed

6

Passive Insight

19

Passive Perception

24

Special Senses: Normal

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

Short sword of Defense +1

Main Hand

Magic Rapier +3

Waist

Belt of Vigor (heroic tier)

Armor

Winged Earthhide Armor +3

Feet

Catstep Boots

Tattoo

Ki Focus

Other Equipment

Rebounding Greatbow +3
Adventurer's Kit
Arrows (30)
Camouflaged Clothing
Signal ammunition (5)
Hunter's Flint
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

Player Name: Scotley

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
Short sword of Defense +1: +12 vs. AC, 1d6+3 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

Magic Rapier +3: +16 vs. AC, 1d8+5 damage
Short sword of Defense +1: +14 vs. AC, 1d6+3 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)
+3d6 to damage once per encounter (Sneak Attack)
+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

Magic Rapier +3: +14 vs. AC, 1d8+3 damage
Short sword of Defense +1: +12 vs. AC, 1d6+1 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)
+3d6 to damage once per encounter (Sneak Attack)
+1 to attack rolls against a quarry - Battlefield Experience.

Ranger Attack 1

Evasive Strike

Encounter ♦ Standard Action

Magic Rapier +3: +14 vs. AC, 2d8+5 damage
Short sword of Defense +1: +12 vs. AC, 2d6+3 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)
+3d6 to damage once per encounter (Sneak Attack)
+1 to attack rolls against a quarry - Battlefield Experience.

Ranger Attack 1

Used ☐

Disruptive Strike

Encounter ♦ Immediate Interrupt

Magic Rapier +3: +14 vs. AC, 1d8+5 damage
Short sword of Defense +1: +12 vs. AC, 1d6+3 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)
+3d6 to damage once per encounter (Sneak Attack)
+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.