

Player Name

Dusk
 Character Name: Elf
 Race: Elf
 Size: Medium
 Age: 40
 Gender: Female
 Height: 6'0
 Weight: 140lbs
 Alignment: Unaligned
 Deity: Oghma

1
 Level: 1
 Class: Ranger
 Paragon Path: _____
 Epic Destiny: _____

3,750
 Total XP: 3,750
 Adventuring Company: _____
 RPGA Number: _____

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
4	4		
CONDITIONAL MODIFIERS			

DEFENSES								
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
14	AC	10	4					
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
12	STR Strength	1	1
12	CON Constitution	1	1
18	DEX Dexterity	4	4
10	INT Intelligence	0	0
18	WIS Wisdom	4	4
8	CHA Charisma	-1	-1

DEFENSES								
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
12	FORT	10	1	1				
CONDITIONAL BONUSES								

SENSES				
SCORE	PASSIVE SENSE	BASE	SKILL BONUS	
21	Passive Insight	10	+	11
21	Passive Perception	10	+	11
SPECIAL SENSES Low-light Vision				

HIT POINTS			
MAX HP	BLOODIED	HEALING SURGES SURGE VALUE	SURGES/DAY
24	12	6	7
CURRENT HIT POINTS		CURRENT SURGE USES	
SECOND WIND 1/ENCOUNTER		USED	
TEMPORARY HIT POINTS			
DEATH SAVING THROW FAILURES			
SAVING THROW MODS +2 bonus against fear effects			
RESISTANCES			
CURRENT CONDITIONS AND EFFECTS			

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

ATTACK WORKSPACE								
ABILITY:	Melee Basic Attack - Unarmed							
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	MISC
+ 1	0	1						
ABILITY:	Ranged Basic Attack - Unarmed							
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	MISC
+ 4	0	4						

DAMAGE WORKSPACE					
ABILITY:	Melee Basic Attack - Unarmed				
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+1	1				
ABILITY:	Ranged Basic Attack - Unarmed				
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+4	4				

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

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.

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
1	vs AC	Unarmed (Melee)	1d4+1
4	vs AC	Unarmed (Range)	1d4+4
	vs		
	vs		

FEATS	
Defensive Mobility	- +2 to AC against opportunity attacks
Lethal Hunter	- Hunter's Quarry damage dice increase to d8s

LANGUAGES KNOWN	
Common, Elven	

CHARACTER NAME

Dusk

PLAYER NAME

RACE Elf CLASS LEVEL 1

HP 24	STR 12	AC 14
Spd 7	CON 12	Fort 12
Init +4	DEX 18	Ref 15
	INT 10	Will 14
	WIS 18	
	CHA 8	
21 Passive Insight	21 Passive Perception	



Second Wind

KEYWORDS USED

Standard	⬆️ ⬇️ ⬇️	Personal
ACTION	⬅️ ⬇️ ⬇️	RANGE
	vs	Self
ATTACK	DEFENSE	TARGET

Effect: You spend a healing surge and regain 6 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	
	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

Nimble Strike

KEYWORDS	Martial, Weapon	USED
Standard	⬆️ * ⬇️ ⬇️	Ranged weapon
ACTION	⬅️ ⬇️ ⬇️	RANGE
4	vs	AC
ATTACK	DEFENSE	One creature
ATTACK	DEFENSE	TARGET

Special: Shift 1 square before or after you attack.
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+4) damage.
Increase damage to 2[W] + Dexterity modifier (+4) at 21st level.

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

CLASS Ranger LEVEL 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Two-Fanged Strike

KEYWORDS	Martial, Weapon	USED
Standard	* ⬆️ * ⬇️ ⬇️	Melee or Ranged weapon
ACTION	⬅️ ⬇️ ⬇️	RANGE
	vs	One creature
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] + Strength modifier (+1) damage (melee) or 1[W] + Dexterity modifier (+4) damage (ranged) per attack. If both attacks hit, you deal extra damage equal to your Wisdom modifier (+4).

ADDITIONAL EFFECTS

CLASS Ranger LEVEL 1 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER ACTION DUNGEONS & DRAGONS

Twin Strike

KEYWORDS	Martial, Weapon	USED
Standard	* ⬆️ * ⬇️ ⬇️	Melee or Ranged weapon
ACTION	⬅️ ⬇️ ⬇️	RANGE
	vs	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.

ADDITIONAL EFFECTS

CLASS Ranger LEVEL 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Hunter's Bear Trap

KEYWORDS	Martial, Weapon	USED
Standard	* ⬆️ * ⬇️ ⬇️	Melee or Ranged weapon
ACTION	⬅️ ⬇️ ⬇️	RANGE
1	vs	AC
ATTACK	DEFENSE	One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged)
Hit: 2[W] + Strength modifier (+1) damage (melee) or 2[W] + Dexterity modifier (+4) damage (ranged), and the target is slowed and takes ongoing 5 damage (save ends both).
Miss: Half damage, no ongoing damage, and the target is slowed until the end of your next turn.

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

CLASS Ranger LEVEL 1 BOOK PH

DAILY POWER DUNGEONS & DRAGONS