

Player Name

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

 2 Ranger  
 Level: 2  
 Class: Ranger  
 Paragon Path: Unaligned  
 Epic Destiny: Epic Destiny  
 Total XP: 3,750  
 Adventuring Company: \_\_\_\_\_  
 RPGA Number: \_\_\_\_\_

### INITIATIVE

| SCORE | DEX | 1/2 LVL | MISC |
|-------|-----|---------|------|
| 5     | 4   | 1       |      |

CONDITIONAL MODIFIERS

### DEFENSES

| SCORE | DEFENSE | 10 + 1/2 LVL | ARMOR/ ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------|---------|--------------|-------------|-------|------|-----|------|------|
| 15    | AC      | 11           | 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<br>Strength     | 1        | 2             |
| 12    | CON<br>Constitution | 1        | 2             |
| 18    | DEX<br>Dexterity    | 4        | 5             |
| 10    | INT<br>Intelligence | 0        | 1             |
| 18    | WIS<br>Wisdom       | 4        | 5             |
| 8     | CHA<br>Charisma     | -1       | 0             |

| SCORE | DEFENSE | 10 + 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------|---------|--------------|------|-------|------|-----|------|------|
| 13    | FORT    | 11           | 1    | 1     |      |     |      |      |

CONDITIONAL BONUSES

| SCORE | DEFENSE | 10 + 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------|---------|--------------|------|-------|------|-----|------|------|
| 16    | REF     | 11           | 4    | 1     |      |     |      |      |

CONDITIONAL BONUSES

| SCORE | DEFENSE | 10 + 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------|---------|--------------|------|-------|------|-----|------|------|
| 15    | WILL    | 11           | 4    |       |      |     |      |      |

CONDITIONAL BONUSES

### SENSES

| SCORE | PASSIVE SENSE   | BASE | SKILL BONUS |
|-------|-----------------|------|-------------|
| 22    | Passive Insight | 10   | +           |

|    |                    |    |   |
|----|--------------------|----|---|
| 22 | Passive Perception | 10 | + |
|----|--------------------|----|---|

 SPECIAL SENSES  
 Low-light Vision

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

| ATT BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC |
|-----------|---------|------|-------|------|------|-----|------|
| + 2       | 1       | 1    |       |      |      |     |      |

ABILITY: Ranged Basic Attack - Unarmed

| ATT BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC |
|-----------|---------|------|-------|------|------|-----|------|
| + 5       | 1       | 4    |       |      |      |     |      |

### HIT POINTS

| MAX HP | BLOODIED | HEALING SURGES |
|--------|----------|----------------|
| 29     | 14       | 7              |

| CURRENT HIT POINTS | CURRENT SURGE USES |
|--------------------|--------------------|
|                    |                    |

### SECOND WIND 1/ENCOUNTER

| TEMPORARY HIT POINTS | USED |
|----------------------|------|
|                      |      |

### 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

### 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: 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    |      |     |      |      |

### BASIC ATTACKS

| ATTACK | DEFENSE | WEAPON OR POWER | DAMAGE |
|--------|---------|-----------------|--------|
| 2      | vs AC   | Unarmed (Melee) | 1d4+1  |
| 5      | vs AC   | Unarmed (Range) | 1d4+4  |
|        | vs      |                 |        |
|        | vs      |                 |        |

### SKILLS

| BONUS | SKILL NAME    | ABIL MOD + 1/2 LVL | TRND (+5) | ARMOR PENALTY | MISC  |
|-------|---------------|--------------------|-----------|---------------|-------|
| 10    | Acrobatics    | DEX                | 5         | 5             |       |
| 1     | Arcana        | INT                | 1         | 0             | n/a   |
| 2     | Athletics     | STR                | 2         | 0             |       |
| 0     | Bluff         | CHA                | 0         | 0             | n/a   |
| 0     | Diplomacy     | CHA                | 0         | 0             | n/a   |
| 10    | Dungeoneering | WIS                | 5         | 5             | n/a   |
| 2     | Endurance     | CON                | 2         | 0             |       |
| 5     | Heal          | WIS                | 5         | 0             | n/a   |
| 1     | History       | INT                | 1         | 0             | n/a   |
| 12    | Insight       | WIS                | 5         | 5             | n/a 2 |
| 0     | Intimidate    | CHA                | 0         | 0             | n/a   |
| 12    | Nature        | WIS                | 5         | 5             | n/a 2 |
| 12    | Perception    | WIS                | 5         | 5             | n/a 2 |
| 1     | Religion      | INT                | 1         | 0             | n/a   |
| 5     | Stealth       | DEX                | 5         | 0             |       |
| 0     | Streetwise    | CHA                | 0         | 0             | n/a   |
| 10    | Thievery      | DEX                | 5         | 5             |       |

### FEATS

**Defensive Mobility** - +2 to AC against opportunity attacks

**Lethal Hunter** - Hunter's Quarry damage dice increase to d8s

**Skill Training (Thievery)** - Gain training in Thievery

### LANGUAGES KNOWN

Common, Elven



CHARACTER NAME

Dusk

PLAYER NAME

RACE Elf CLASS LEVEL 2

|                           |                              |                   |
|---------------------------|------------------------------|-------------------|
| <b>HP</b><br>29           | <b>STR</b><br>12             | <b>AC</b><br>15   |
| <b>Spd</b><br>7           | <b>CON</b><br>12             | <b>Fort</b><br>13 |
| <b>Init</b><br>+5         | <b>DEX</b><br>18             | <b>Ref</b><br>16  |
|                           | <b>INT</b><br>10             | <b>Will</b><br>15 |
|                           | <b>WIS</b><br>18             |                   |
|                           | <b>CHA</b><br>8              |                   |
| <b>22</b> Passive Insight | <b>22</b> Passive Perception |                   |



Second Wind

KEYWORDS USED

|               |                |
|---------------|----------------|
| Standard      | Personal       |
| <b>ACTION</b> | <b>RANGE</b>   |
| vs            | Self           |
| <b>ATTACK</b> | <b>DEFENSE</b> |
|               | <b>TARGET</b>  |

Effect: You spend a healing surge and regain 7 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



ENCOUNTER SPECIAL



ENCOUNTER ACTION



Hunter's Quarry

KEYWORDS USED

|               |                |               |
|---------------|----------------|---------------|
| Minor         |                |               |
| <b>ACTION</b> | <b>RANGE</b>   |               |
| vs            |                |               |
| <b>ATTACK</b> | <b>DEFENSE</b> | <b>TARGET</b> |

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

Nimble Strike

KEYWORDS Martial, Weapon USED

|               |                |
|---------------|----------------|
| Standard      | Ranged weapon  |
| <b>ACTION</b> | <b>RANGE</b>   |
| 5 vs AC       | One creature   |
| <b>ATTACK</b> | <b>DEFENSE</b> |
|               | <b>TARGET</b>  |

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

Twin Strike

KEYWORDS Martial, Weapon USED

|               |                        |
|---------------|------------------------|
| Standard      | Melee or Ranged weapon |
| <b>ACTION</b> | <b>RANGE</b>           |
| vs            | One or two creatures   |
| <b>ATTACK</b> | <b>DEFENSE</b>         |
|               | <b>TARGET</b>          |

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



AT-WILL POWER



AT-WILL POWER



Elven Accuracy

KEYWORDS USED

|               |                |
|---------------|----------------|
| Free          | Personal       |
| <b>ACTION</b> | <b>RANGE</b>   |
| vs            |                |
| <b>ATTACK</b> | <b>DEFENSE</b> |
|               | <b>TARGET</b>  |

Effect: Reroll an attack roll. Use the second roll, even if it's lower.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL \* BOOK PH

Two-Fanged Strike

KEYWORDS Martial, Weapon USED

|               |                        |
|---------------|------------------------|
| Standard      | Melee or Ranged weapon |
| <b>ACTION</b> | <b>RANGE</b>           |
| vs            | One creature           |
| <b>ATTACK</b> | <b>DEFENSE</b>         |
|               | <b>TARGET</b>          |

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

Hunter's Bear Trap

KEYWORDS Martial, Weapon USED

|               |                        |
|---------------|------------------------|
| Standard      | Melee or Ranged weapon |
| <b>ACTION</b> | <b>RANGE</b>           |
| 2 vs AC       | One creature           |
| <b>ATTACK</b> | <b>DEFENSE</b>         |
|               | <b>TARGET</b>          |

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

ENCOUNTER POWER



ENCOUNTER POWER



DAILY POWER



# Yield Ground

KEYWORDS Martial USED

Imm React ↓ ↘ Personal  
**ACTION** ← ✖ **RANGE**

AT-WILL  ENCOUNTER  DAILY

Trigger: An enemy damages you with a melee attack

Effect: You can shift a number of squares equal to your Wisdom modifier (+4). Gain a +2 power bonus to all defenses until the end of your next turn.

ADDITIONAL EFFECTS

CLASS Ranger LEVEL 2 BOOK PH

**UTILITY POWER** **DUNGEONS & DRAGONS**®