

Player Name

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

3
 Level
 Class: Ranger
 Paragon Path
 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 Strength	1	2
12	CON Constitution	1	2
18	DEX Dexterity	4	5
10	INT Intelligence	0	1
18	WIS Wisdom	4	5
8	CHA 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	+
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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
34	17	8
	1/2 HP	1/4 HP

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

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		

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		

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 3

HP 34	12 STR	AC 15
Spd 7	12 CON	Fort 13
Init +5	18 DEX	Ref 16
	10 INT	Will 15
	18 WIS	
	8 CHA	
22 Passive Insight	22 Passive Perception	



Second Wind

KEYWORDS USED

Standard	↑	↗	Personal
ACTION	←	✱	RANGE
	vs		Self
ATTACK	DEFENSE	TARGET	

Effect: You spend a healing surge and regain 8 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

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

Nimble Strike

Standard	↑	*	↗
ACTION	←	✱	RANGE
5	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 (+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

Standard	*	↑	* ↗
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

Elven Accuracy

Free	↑	↗	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

Two-Fanged Strike

Standard	*	↑	* ↗
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

Disruptive Strike

Imm Interr	*	↑	* ↗
ACTION	←	✱	RANGE
2	vs	AC	The attacking creature
ATTACK	DEFENSE	TARGET	

Trigger: You or an ally is attacked by a creature

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

Hit: 1[W] + Strength modifier (+1) damage (melee) or 1[W] + Dexterity modifier (+4) damage (ranged). The target takes a penalty to its attack roll for the triggering attack equal to 3 + your Wisdom modifier (+4).

ADDITIONAL EFFECTS

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

CLASS Ranger LEVEL 3 BOOK PH

ENCOUNTER POWER

Hunter's Bear Trap

KEYWORDS Martial, Weapon USED

Standard	* ↑ *	Melee or Ranged weapon
ACTION	← *	RANGE
2	vs AC	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



Yield Ground

KEYWORDS Martial USED

Imm React	↑ *	Personal
ACTION	← *	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> 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

