

Player Name

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

4
 Level
 Ranger
 Class
 Paragon Path
 Epic Destiny
 Total XP: 3,750

Adventuring Company
 RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
6	4	2	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
19	AC	12	6			1		

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	3
12	CON Constitution	1	3
19	DEX Dexterity	4	6
10	INT Intelligence	0	2
19	WIS Wisdom	4	6
8	CHA Charisma	-1	1

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
23	Passive Insight	10	+
23	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
+ 3	2	1					

ABILITY: Ranged Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	2	4					

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
SURGE VALUE	SURGES/DAY	
39	19	9
		7

CURRENT HIT POINTS	CURRENT SURGE USES

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

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				

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).

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
9	vs AC	Lightning Longbow +1	1d10+5
5	vs AC	Longspear	1d10+1
3	vs AC	Unarmed (Melee)	1d4+1
6	vs AC	Unarmed (Range)	1d4+4

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
12	Acrobatics	DEX	6	5	1
2	Arcana	INT	2	0	n/a
3	Athletics	STR	3	0	
1	Bluff	CHA	1	0	n/a
1	Diplomacy	CHA	1	0	n/a
11	Dungeoneering	WIS	6	5	n/a
3	Endurance	CON	3	0	
6	Heal	WIS	6	0	n/a
2	History	INT	2	0	n/a
13	Insight	WIS	6	5	n/a 2
1	Intimidate	CHA	1	0	n/a
13	Nature	WIS	6	5	n/a 2
13	Perception	WIS	6	5	n/a 2
2	Religion	INT	2	0	n/a
6	Stealth	DEX	6	0	
1	Streetwise	CHA	1	0	n/a
11	Thievery	DEX	6	5	

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.

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
- Elven Precision** - +2 to reroll with elven accuracy

LANGUAGES KNOWN

Common, Elven

Dusk

PLAYER NAME

RACE Elf CLASS LEVEL 4

HP 39	STR 12	AC 19
Spd 7	CON 12	Fort 14
Init +6	DEX 19	Ref 17
	INT 10	Will 16
	WIS 19	
	CHA 8	
23 Passive Insight	23 Passive Perception	



Second Wind

KEYWORDS	USED
Standard	Personal
ACTION	RANGE
vs	Self
ATTACK	DEFENSE
	TARGET
Effect: You spend a healing surge and regain 9 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 ENCOUNTER SPECIAL DUNGEONS & DRAGONS ENCOUNTER ACTION 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

Nimble Strike

KEYWORDS	Martial, Weapon	USED
Standard		Ranged weapon
ACTION		RANGE
9	vs	AC
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.		
Lightning Longbow +1: +9 attack, 1d10+5 damage		
ADDITIONAL EFFECTS +1d8 to damage once per round (Hunter's Quarry) +1 to attack rolls if none of your allies are closer to the target - F		
CLASS	Ranger	LEVEL 1 BOOK PH

Twin Strike

KEYWORDS	Martial, Weapon	USED
Standard		Melee or Ranged weapon
ACTION		RANGE
9	vs	AC
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.		
Lightning Longbow +1: +9 attack, 1d10+1 damage		
ADDITIONAL EFFECTS +1d8 to damage once per round (Hunter's Quarry) +1 to attack rolls if none of your allies are closer to the target - F		
CLASS	Ranger	LEVEL 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS AT-WILL POWER DUNGEONS & DRAGONS AT-WILL POWER DUNGEONS & DRAGONS

Elven Accuracy

KEYWORDS	USED
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

KEYWORDS	Martial, Weapon	USED
Standard		Melee or Ranged weapon
ACTION		RANGE
9	vs	AC
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).		
Lightning Longbow +1: +9 attack, 1d10+5 damage		
ADDITIONAL EFFECTS +1d8 to damage once per round (Hunter's Quarry) +1 to attack rolls if none of your allies are closer to the target - F		
CLASS	Ranger	LEVEL 1 BOOK PH

Disruptive Strike

KEYWORDS	Martial, Weapon	USED
Imm Interr		Melee or Ranged weapon
ACTION		RANGE
9	vs	AC
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).		
Lightning Longbow +1: +9 attack, 1d10+5 damage		
ADDITIONAL EFFECTS +1d8 to damage once per round (Hunter's Quarry) +1 to attack rolls if none of your allies are closer to the target - F		
CLASS	Ranger	LEVEL 3 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS ENCOUNTER POWER DUNGEONS & DRAGONS ENCOUNTER POWER DUNGEONS & DRAGONS

Hunter's Bear Trap

KEYWORDS Martial, Weapon		USED
Standard	* ↑ * ↘	Melee or Ranged weapon
ACTION	← *	RANGE
9	vs	AC
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.		
Lightning Longbow +1: +9 attack, 2d10+5 damage		
ADDITIONAL EFFECTS +1d8 to damage once per round (Hunter's Quarry) +1 to attack rolls if none of your allies are closer to the target - f		
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



Lightning Longbow +1

	+1 attack rolls and damag	+1d6 lightning damage
BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
KEYWORDS		
USED		
ACTION		
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
POWER		
Power (At-Will • Lightning): Free Action. All damage dealt by this weapon is lightning damage. Another free action returns the damage to normal. Power (Daily • Lightning): Free Action. Use this power when you hit with the weapon. The target and each enemy within 2 squares of the target take 1d6 lightning damage.		
ITEM SLOT/TYPE Two-Hands	LEVEL 5	PRICE 1000
BOOK		

MAGIC ITEM



Delver's Leather Armor +1

	+1 AC	
BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
POWER		
Power (Daily): No Action. Gain a +2 power bonus to a saving throw you just rolled; use the new result.		
ITEM SLOT/TYPE Body	LEVEL 3	PRICE 680
BOOK		

MAGIC ITEM



Acrobat Boots (heroic tier)

BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
Gain a +1 item bonus to Acrobatics checks.		
KEYWORDS		
USED		
ACTION		
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER		
Item Slot: Feet Power (At-Will): Minor Action. Stand up from prone.		
ITEM SLOT/TYPE Feet	LEVEL 2	PRICE 520
BOOK		

MAGIC ITEM



Potion of Healing (heroic tier)

BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER		
Power (Consumable • Healing): Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.		
ITEM SLOT/TYPE	LEVEL 5	PRICE 50
BOOK		

MAGIC ITEM

