

Player Name \_\_\_\_\_

Sentry	2	Ranger	1,000
Character Name	Level	Class	Total XP
Warforged	Medium	Paragon Path	Epic Destiny
Race	Size	Age	Gender
	Height	Weight	Alignment
			Deity
			Adventuring Company
			RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
3	2	1	

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
17	AC	11	5			1		

CONDITIONAL BONUSES

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
18	<b>STR</b> Strength	4	5
13	<b>CON</b> Constitution	1	2
15	<b>DEX</b> Dexterity	2	3
10	<b>INT</b> Intelligence	0	1
14	<b>WIS</b> Wisdom	2	3
8	<b>CHA</b> Charisma	-1	0

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	<b>FORT</b>	11	4	1				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	<b>REF</b>	11	2	1				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	<b>WILL</b>	11	2				1	

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	<b>Passive Insight</b>	10	+

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
18	<b>Passive Perception</b>	10	+

SPECIAL SENSES

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Vicious Fullblade +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+	9	1	4		3		1

ABILITY: Melee Basic Attack - Unarmed

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

### HIT POINTS

MAX HP	HEALING SURGES
30	SURGE VALUE
15	SURGES/DAY
7	7
1/2 HP	1/4 HP

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 - Vicious Fullblade +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d12+5	4		1		

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+4	4				

### RACE FEATURES

- Living Construct** - no need to eat, drink, breathe, or sleep
- Warforged Resolve** - Use warforged resolve as an encounter power
- Warforged Mind** - +1 to Will defense
- Warforged Resilience** - +2 racial bonus to saving throws against ongoing damage
- Unsleeping Watcher** - 4 hours of inactivity counts as an extended rest

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
9	vs AC	Vicious Fullblade +1	1d12+5
5	vs AC	Unarmed (Melee)	1d4+4
3	vs AC	Unarmed (Range)	1d4+2
	vs		

### SKILLS

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

### CLASS / PATH / DESTINY FEATURES

- Fighting Style** - Choose Archer Fighting Style or Two-Blade Fighting Style.
- Beast Mastery** - Gain beast companion; give up Prime Shot, no Archer or Two-Blade Fighting Style
- Hunter's Quarry** - Minor action, designate nearest enemy you see as quarry; deal extra damage to quarry once per round.

### FEATS

- Beast Protector** - Attack against beast provokes opportunity attack from you
- Weapon Proficiency (Fullblade)** - Gain proficiency with the Fullblade.

### LANGUAGES KNOWN

Common

### POWER INDEX

List your powers below.  
Check the box when the power is used.  
Clear the box when the power renews.

#### AT-WILL POWERS

Hunter's Quarry	<input type="checkbox"/>
Circling Strike	<input type="checkbox"/>
Hit and Run	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

#### ENCOUNTER POWERS

Second Wind	<input type="checkbox"/>
Warforged Resolve	<input type="checkbox"/>
Synchronized Strike	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

#### DAILY POWERS

Hunt's End	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

#### UTILITY POWERS

Pack Alertness	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

#### OTHER EQUIPMENT

Adventurer's Kit
Thieves' Tools

#### COINS AND OTHER WEALTH

Money on hand: 0 gp
Stored money: 0 gp
Encumbrance: 69 / 180

### MAGIC ITEM INDEX

List your powers below.  
Check the box when the power is used.  
Clear the box when the power renews.

#### MAGIC ITEMS

WEAPON	Vicious Fullblade +1 (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Magic Hide Armor +1 (E)	<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS	Burglar's Gloves (heroic tier) (E)	<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK		<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>

#### Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>		
Paragon (11-20)	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	
Epic (21-30)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>

#### RITUALS / ALCHEMY

Raise Beast Companion

### CHARACTER PORTRAIT



#### PERSONALITY TRAITS


#### MANNERISMS AND APPEARANCE


#### CHARACTER BACKGROUND

Cannith Tinker  
 You served a stint with Cannith's Tinkers Guild, traveling from town to town and earning coin for House Cannith by fixing countless broken items. What strange communities did you visit? Did you enjoy life on the road, or were you bucking for a different post within the House? And given that the Tinkers Guild is less hierarchical than the rest of the House, did you find the egalitarian nature of the Tinkers liberating or frustrating?

#### COMPANIONS AND ALLIES


#### SESSION AND CAMPAIGN NOTES


## COMPANION

### Cerebus - Level 2 Iron Defender

<b>HP</b> 30	<b>14 STR</b>	<b>AC</b> 16
	<b>14 CON</b>	<b>Fort</b> 14
Size: Medium	<b>14 DEX</b>	<b>Ref</b> 14
Vision: Low-light	<b>6 INT</b>	<b>Will</b> 15
Speed: 7	<b>14 WIS</b>	
Trained Skills: Endurance, Perception	<b>6 CHA</b>	

Bite; +6 vs. AC; 1d8 + Strength modifier damage.

**Healing Surge Value:** 7 (2 surges per day)

**Combat Advantage:** When a wolf has combat advantage against a target, the wolf gains a bonus to damage rolls against the target equal to the wolf's Wisdom modifier (+2).

CHARACTER NAME  
**Sentry**

PLAYER NAME

RACE Warforged CLASS Ranger LEVEL 2

SCORE	ABILITY	MOD
<b>HP</b> 30	<b>18 STR</b>	<b>+4</b>
<b>Spd</b> 6	<b>13 CON</b>	<b>+1</b>
<b>Init</b> +3	<b>15 DEX</b>	<b>+2</b>
	<b>10 INT</b>	<b>+0</b>
	<b>14 WIS</b>	<b>+2</b>
	<b>8 CHA</b>	<b>-1</b>
	<b>AC</b>	<b>17</b>
	<b>Fort</b>	<b>16</b>
	<b>Ref</b>	<b>14</b>
	<b>Will</b>	<b>14</b>

**13** Passive Insight **18** Passive Perception

**PLAY DATA** DUNGEONS & DRAGONS



**ACTION POINT**

**ENCOUNTER SPECIAL** DUNGEONS & DRAGONS

Second Wind

KEYWORDS

Standard	Personal
<b>ACTION</b>	<b>RANGE</b>
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER
<input type="checkbox"/> DAILY	

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*

**UTILITY POWER** DUNGEONS & DRAGONS

Hunter's Quarry

KEYWORDS

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*

**AT-WILL POWER** DUNGEONS & DRAGONS

Circling Strike

KEYWORDS Beast, Martial, Weapon

Standard	* +	Melee weapon
<b>ACTION</b>		<b>RANGE</b>
9	vs	AC
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Strength vs. AC  
**Hit:** 1[W] + Strength modifier (+4) damage.  
Increase damage to 2[W] + Strength modifier (+4) at 21st level.  
**Effect:** Before or after the attack, your beast companion can shift 1 square.

Vicious Fullblade +1: +9 attack, 1d12+5 damage

ADDITIONAL EFFECTS

+1d6 to damage once per round (Hunter's Quarry)

CLASS Ranger LEVEL 1 BOOK *MP*

**AT-WILL POWER** DUNGEONS & DRAGONS

Hit and Run

KEYWORDS Martial, Weapon

Standard	* +	Melee weapon
<b>ACTION</b>		<b>RANGE</b>
9	vs	AC
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Strength vs. AC  
**Hit:** 1[W] + Strength modifier (+4) damage.  
Increase damage to 2[W] + Strength modifier (+4) at 21st level.  
**Effect:** If you move in the same turn after this attack, leaving the first square adjacent to the target does not provoke an opportunity attack from the target.

Vicious Fullblade +1: +9 attack, 1d12+5 damage

ADDITIONAL EFFECTS

+1d6 to damage once per round (Hunter's Quarry)

CLASS Ranger LEVEL 1 BOOK *PH*

**AT-WILL POWER** DUNGEONS & DRAGONS

Warforged Resolve

KEYWORDS Healing

Minor		Personal
<b>ACTION</b>		<b>RANGE</b>
vs		
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Effect:** You gain a number of temporary hit points equal to 3 + one-half your level and can make a saving throw against one effect on you that deals ongoing damage. If you are bloodied, you also regain hit points equal to 3 + one-half your level.

Unarmed: +1 attack

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL \* BOOK *EPG*

**ENCOUNTER POWER** DUNGEONS & DRAGONS

Synchronized Strike

KEYWORDS Beast, Martial, Weapon

Standard	* +	Melee weapon (beast 1)
<b>ACTION</b>		<b>RANGE</b>
6	vs	AC
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Hit:** 1[B] + beast's Strength modifier (+2) damage.  
**Effect:** You make a secondary attack against the target.  
**Secondary Attack:** Strength vs. Reflex  
**Hit:** 1[W] + Strength modifier (+4) damage.  
**Beast:** If your companion is a bear, a boar, a lizard, a raptor, or a snake, the secondary attack deals extra damage equal to your Wisdom modifier (+2).

Vicious Fullblade +1: +6 attack, 1d8+2 damage

ADDITIONAL EFFECTS

+1d6 to damage once per round (Hunter's Quarry)

CLASS Ranger LEVEL 1 BOOK *MP*

**ENCOUNTER POWER** DUNGEONS & DRAGONS

Hunt's End

KEYWORDS Martial, Weapon

Standard	* +	Melee or Ranged weapon
<b>ACTION</b>		<b>RANGE</b>
9	vs	AC
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Strength vs. AC (melee) or Dexterity vs. AC (ranged). If the target is your quarry, the attack can score a critical hit on a roll of 19-20.  
**Hit:** 3[W] + Strength modifier (+4) damage (melee) or 3[W] + Dexterity modifier (+2) damage (ranged).  
**Miss:** Half damage.

Vicious Fullblade +1: +9 attack, 3d12+5 damage

ADDITIONAL EFFECTS

+1d6 to damage once per round (Hunter's Quarry)

CLASS Ranger LEVEL 1 BOOK *MP*

**DAILY POWER** DUNGEONS & DRAGONS

### Pack Alertness

KEYWORDS *Beast, Martial* USED

Minor		Close burst 10
<b>ACTION</b>	<b>10</b>	<b>RANGE</b>
<input checked="" type="checkbox"/> <b>AT-WILL</b>	<input type="checkbox"/> <b>ENCOUNTER</b>	<input type="checkbox"/> <b>DAILY</b>

**Targets:** You and your beast companion in burst  
**Effect:** The targets each make a Perception check and share the better result. Also, if your beast companion becomes aware of a target, you do as well, and vice versa.  
**Beast:** If your companion is a cat, a raptor, or a wolf, the targets gain a +2 bonus to the Perception checks.

ADDITIONAL EFFECTS

CLASS *Ranger* LEVEL *2* BOOK *MP*

**UTILITY POWER**

### Vicious Fullblade +1

1d12	3	Heavy Blade	
<b>DAMAGE</b>	<b>PROFICIENT</b>	<b>GROUP</b>	<b>RANGE</b>
+1 attack rolls and damage rolls		2	+1d12 damage
<b>ENHANCEMENT</b>		<b>LEVEL</b>	<b>CRITICAL</b>

PROPERTIES

High Crit

Melee Basic Attack: +9 attack, 1d12+5 damage

<input type="checkbox"/> <b>AT-WILL</b>	<input type="checkbox"/> <b>ENCOUNTER</b>	<input type="checkbox"/> <b>DAILY</b>
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POWER

ITEM SLOT *Two-Hands* WEIGHT *10* PRICE *520* BOOK *AV*

**MAGIC WEAPON**

### Magic Hide Armor +1

3	-1	-	1
<b>AC BONUS</b>	<b>CHECK</b>	<b>SPEED</b>	<b>QUANTITY</b>
+1 AC		1	Armor
<b>ENHANCEMENT</b>		<b>LEVEL</b>	<b>TYPE</b>

PROPERTIES

<input type="checkbox"/> <b>AT-WILL</b>	<input type="checkbox"/> <b>ENCOUNTER</b>	<input type="checkbox"/> <b>DAILY</b>
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POWER

ITEM SLOT *Body* WEIGHT *25* PRICE *360* BOOK *PH*

**MAGIC ITEM**

### Burglar's Gloves (heroic tier)

			1
<b>AC BONUS</b>	<b>CHECK</b>	<b>SPEED</b>	<b>QUANTITY</b>
		1	Hands Slot Item
<b>ENHANCEMENT</b>		<b>LEVEL</b>	<b>TYPE</b>

PROPERTIES

Gain a +1 item bonus to Thievery checks.

<input type="checkbox"/> <b>AT-WILL</b>	<input type="checkbox"/> <b>ENCOUNTER</b>	<input type="checkbox"/> <b>DAILY</b>
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POWER

ITEM SLOT *Hands* WEIGHT *0* PRICE *360* BOOK *PH*

**MAGIC ITEM**