

Player Name

Sharra

2

Ranger

1,000

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

Elf Medium

Race Size Age Gender

Height Weight Alignment Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
5	4	1	

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
16	STR Strength	3	4
10	CON Constitution	0	1
18	DEX Dexterity	4	5
10	INT Intelligence	0	1
14	WIS Wisdom	2	3
10	CHA Charisma	0	1

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
		SURGE VALUE SURGES/DAY
27	13	6 6
		1/2 HP 1/4 HP

CURRENT HIT POINTS CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SKILLS

BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
4	Acrobatics	DEX	5	0	-1	0
1	Arcana	INT	1	0	n/a	0
3	Athletics	STR	4	0	-1	0
1	Bluff	CHA	1	0	n/a	0
1	Diplomacy	CHA	1	0	n/a	0
3	Dungeoneering	WIS	3	0	n/a	0
5	Endurance	CON	1	5	-1	0
8	Heal	WIS	3	5	n/a	0
1	History	INT	1	0	n/a	0
3	Insight	WIS	3	0	n/a	0
1	Intimidate	CHA	1	0	n/a	0
10	Nature	WIS	3	5	n/a	2
10	Perception	WIS	3	5	n/a	2
1	Religion	INT	1	0	n/a	0
9	Stealth	DEX	5	5	-1	0
1	Streetwise	CHA	1	0	n/a	0
4	Thievery	DEX	5	0	-1	0

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
18	AC	11	7					

CONDITIONAL BONUSES
+2 AC against opportunity attacks

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	FORT	11	3	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
13	WILL	11	2					

CONDITIONAL BONUSES

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 sword
- Group Awareness** - Non-elf allies within 5 get +1 to Percep
- 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

CLASS / PATH / DESTINY FEATURES

- Fighting Style** - Choose Archer Fighting Style, Two-Blade Fighting Style, Beast Mastery, Marauder Fighting Style, Hunter 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.

LANGUAGES KNOWN

Common, Elven

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
7	Speed (Squares)	7		

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Insight	10	+

20	Passive Perception	10	+
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SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Ranged Basic Attack - Longbow

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 8	1	4		2		1	

ABILITY: Melee Basic Attack - Mace

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	1	3		2		1	

DAMAGE WORKSPACE

ABILITY: Ranged Basic Attack - Longbow

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+5	4		1		

ABILITY: Melee Basic Attack - Mace

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+4	3		1		

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
8	vs AC	Longbow	1d10+5
7	vs AC	Mace	1d8+4
8	vs AC	Dagger (Melee)	1d4+4
9	vs AC	Dagger (Range)	1d4+5

FEATS

- Defensive Mobility** - +2 to AC against opportunity attacks
- Lethal Hunter** - Hunter's Quarry damage dice increase to d8s
- Far Shot** - Increase projectile weapon range by 5 squares

CHARACTER NAME
Sharra

PLAYER NAME

RACE Elf CLASS Ranger LEVEL 2

SCORE	ABILITY	MOD
HP	STR	+3
27	CON	+0
Spd	DEX	+4
7	INT	+0
Init	WIS	+2
+5	CHA	+0

AC	18
Fort	15
Ref	16
Will	13

13 Passive Insight 20 Passive Perception


Skills

4	Acrobatics	DEX
1	Arcana	INT
3	Athletics	STR
1	Bluff	CHA
1	Diplomacy	CHA
3	Dungeoneering	WIS
5	Endurance	CON (Trained)
8	Heal	WIS (Trained)
1	History	INT
3	Insight	WIS
1	Intimidate	CHA
10	Nature	WIS (Trained)
10	Perception	WIS (Trained)
1	Religion	INT
9	Stealth	DEX (Trained)
1	Streetwise	CHA
4	Thievery	DEX

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS



Effect: Gain a standard action this turn.
Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

PLAY DATA DUNGEONS & DRAGONS

Second Wind

KEYWORDS Standard Personal ACTION RANGE

AT-WILL ENCOUNTER DAILY

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 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. 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

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Nimble Strike

KEYWORDS Martial, Weapon ACTION RANGE

8 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.

Longbow: +8 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
- Prime Shot.

CLASS Ranger LEVEL 1 BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

Twin Strike

KEYWORDS Martial, Weapon ACTION RANGE

8 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.

Longbow: +8 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
- Prime Shot.

CLASS Ranger LEVEL 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Elven Accuracy

KEYWORDS Free 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

AT-WILL POWER DUNGEONS & DRAGONS

Two-Fanged Strike

KEYWORDS Martial, Weapon ACTION RANGE

8 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 (+3) 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 (+2).

Longbow: +8 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
- Prime Shot.





CLASS Ranger LEVEL 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

Split the Tree			
KEYWORDS Martial, Weapon		USED	
Standard	  *	Ranged weapon	
ACTION	 	RANGE	
8	vs	AC.	Two creatures within 3 squares of
ATTACK	DEFENSE	TARGET	
<p>Attack: Dexterity vs. AC. Make two attack rolls, take the higher result, and apply it to both targets.</p> <p>Hit: 2[W] + Dexterity modifier (+4) damage.</p> <p>Longbow: +8 attack, 2d10+5 damage</p>			
<small>ADDITIONAL EFFECTS</small> +1d8 to damage once per round (Hunter's Quarry) +1 to attack rolls if none of your allies are closer to the target - Prime Shot.			
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	
<p>Trigger: An enemy damages you with a melee attack</p> <p>Effect: You can shift a number of squares equal to your Wisdom modifier (+2). Gain a +2 power bonus to all defenses until the end of your next turn.</p>			
<small>ADDITIONAL EFFECTS</small>			
CLASS Ranger	LEVEL 2	BOOK	PH
UTILITY POWER		