

Player Name Eric Main

 Allann
 Character Name
 Human
 Race
 Medium
 Size
 Male
 Age
 Gender
 4
 Level
 Ranger
 Class
 5'11"
 Height
 210lbs
 Weight
 Good
 Alignment
 Paragon Path
 Deity

 3,750
 Total XP
 Those Guys
 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	7					

CONDITIONAL BONUSES

MOVEMENT				
SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES			
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
12	STR Strength	1	3
10	CON Constitution	0	2
18	DEX Dexterity	4	6
14	INT Intelligence	2	4
14	WIS Wisdom	2	4
12	CHA Charisma	1	3

DEFENSES								
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	FORT	12	1	1			1	

CONDITIONAL BONUSES

SENSES				
SCORE	PASSIVE SENSE	BASE	SKILL BONUS	
16	Passive Insight	10	+	6
19	Passive Perception	10	+	9

SPECIAL SENSES

DEFENSES								
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	REF	12	4	1			1	

CONDITIONAL BONUSES

ATTACK WORKSPACE							
ABILITY: Melee Basic Attack - Longsword							
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	2	1		3	1		

ABILITY: Ranged Basic Attack - Magic Longbow +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 10	2	4		2	1	1	

DEFENSES								
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	WILL	12	2				1	

CONDITIONAL BONUSES

ATTACK WORKSPACE							
ABILITY: Ranged Basic Attack - Magic Longbow +1							
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 10	2	4		2	1	1	

HIT POINTS			
MAX HP	BLOODIED	HEALING SURGES SURGE VALUE	SURGES/DAY
42	21	10	6

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 - Longsword					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+1	1				

ABILITY: Ranged Basic Attack - Magic Longbow +1

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

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

RACE FEATURES	
Bonus Feat	- Choose an extra feat at 1st level.
Bonus Skill	- Trained in one additional class skill.
Human Defense Bonuses	- +1 to Fortitude, Reflex, and Will.
Human Power Selection	- Choose an option for your human character.
Bonus At-Will Power	- Know one extra 1st-level attack power from your class.

DAMAGE WORKSPACE					
ABILITY: Ranged Basic Attack - Magic Longbow +1					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+5	4		1		

SKILLS						
BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
10	Acrobatics	DEX	6	5	-1	0
6	Arcana	INT	4	0	n/a	2
7	Athletics	STR	3	5	-1	0
5	Bluff	CHA	3	0	n/a	2
5	Diplomacy	CHA	3	0	n/a	2
9	Dungeoneering	WIS	4	5	n/a	0
3	Endurance	CON	2	0	-1	2
9	Heal	WIS	4	5	n/a	0
9	History	INT	4	5	n/a	0
6	Insight	WIS	4	0	n/a	2
5	Intimidate	CHA	3	0	n/a	2
9	Nature	WIS	4	5	n/a	0
9	Perception	WIS	4	5	n/a	0
6	Religion	INT	4	0	n/a	2
7	Stealth	DEX	6	0	-1	2
5	Streetwise	CHA	3	0	n/a	2
7	Thievery	DEX	6	0	-1	2

CLASS / PATH / DESTINY FEATURES	
Fighting Style	- Choose Archer Fighting Style, Two-Blade Fighting Style, Beast Mastery, Marauder Fighting Style, Hunter Fighting Style.
Two-Blade Fighting Style	- Wield one-handed weapon as off-hand weapon; gain Toughness 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.
Versatile Expertise (Bow)	- +1 to attack rolls with Bows.
Versatile Expertise (Heavy Blade)	- +1 to attack rolls with Heavy Blades.

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
7	vs AC	Longsword	1d8+1
10	vs AC	Magic Longbow +1	1d10+5

FEATS	
Jack of All Trades	- +2 to untrained skill checks
Toughness	- Gain 5 additional hit points, 10 at 11th, 15 at 21st
Linguist	- Learn three new languages
Skill Training (History)	- Gain training in History
Versatile Expertise	- Bonus to attacks with weapons and implements of your choice

LANGUAGES KNOWN	
Common, Dwarven, Deep Speech, Giant, Goblin	

CHARACTER NAME
Allann

PLAYER NAME
Eric Main

RACE Human CLASS Ranger LEVEL 4

SCORE	ABILITY	MOD
HP 42	12 STR	+1
Spd 6	10 CON	+0
Init +6	18 DEX	+4
	14 INT	+2
	14 WIS	+2
	12 CHA	+1

AC 19
Fort 15
Ref 18
Will 15

16 Passive Insight **19** Passive Perception


Skills

10	Acrobatics	DEX	(Trained)
6	Arcana	INT	
7	Athletics	STR	(Trained)
5	Bluff	CHA	
5	Diplomacy	CHA	
9	Dungeoneering	WIS	(Trained)
3	Endurance	CON	
9	Heal	WIS	(Trained)
9	History	INT	(Trained)
6	Insight	WIS	
5	Intimidate	CHA	
9	Nature	WIS	(Trained)
9	Perception	WIS	(Trained)
6	Religion	INT	
7	Stealth	DEX	
5	Streetwise	CHA	
7	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

Effect: You spend a healing surge and regain 10 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Ranger LEVEL 1 BOOK PH

PLAY DATA DUNGEONS & DRAGONS

Twin Strike

KEYWORDS: Martial, Weapon, Standard, Melee or Ranged weapon, ACTION, RANGE

7 vs AC One or two creatures

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.

Longsword: +7 attack, 1d8+0 damage

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

CLASS Ranger LEVEL 1 BOOK PH

ENCOUNTER SPECIAL 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 Ranger LEVEL * BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

Nimble Strike

KEYWORDS: Martial, Weapon, Standard, Ranged weapon, ACTION, RANGE

10 vs AC One creature

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.

Magic Longbow +1: +10 attack, 1d10+5 damage

ADDITIONAL EFFECTS
+1d6 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

Careful Attack

KEYWORDS: Martial, Weapon, Standard, Melee or Ranged weapon, ACTION, RANGE

9 vs AC One creature

Requirement: You must be wielding two melee weapons or a ranged weapon.
Attack: Strength + 2 vs. AC (melee) or Dexterity + 2 vs. AC (ranged).
Hit: 1[W] + Strength modifier (+1) damage (melee) or 1[W] + Dexterity modifier (+4) damage (ranged). Increase damage to 2[W] + Strength modifier (+1) damage (melee) or 2[W] + Dexterity modifier (+4) damage (ranged) at 21st level.

Longsword: +9 attack, 1d8+1 damage

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

CLASS Ranger LEVEL 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Evasive Strike

KEYWORDS: Martial, Weapon, Standard, Melee or Ranged weapon, ACTION, RANGE

7 vs AC One creature

Special: You can shift a number of squares equal to 1 + your Wisdom modifier (+2) either before or after the attack.
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).

Longsword: +7 attack, 2d8+1 damage

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

CLASS Ranger LEVEL 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

Disruptive Strike

KEYWORDS		Martial, Weapon	USED
Imm Interr	* ↓ *	Melee or Ranged weapon	
ACTION	← *	RANGE	
7	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 (+2).

Longsword: +7 attack, 1d8+1 damage

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

CLASS	Ranger	LEVEL	3	BOOK	PH
-------	--------	-------	---	------	----

ENCOUNTER POWER

Split the Tree

KEYWORDS		Martial, Weapon	USED
Standard	↑ *	Ranged weapon	
ACTION	← *	RANGE	
10	vs	AC	Two creatures within 3 squares of
ATTACK	DEFENSE	TARGET	

Attack: Dexterity vs. AC. Make two attack rolls, take the higher result, and apply it to both targets.
Hit: 2[W] + Dexterity modifier (+4) damage.

Magic Longbow +1: +10 attack, 2d10+5 damage

ADDITIONAL EFFECTS
+1d6 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

Crucial Advice

KEYWORDS		Martial	USED
Imm React	↑ 5	Ranged 5	
ACTION	← *	RANGE	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Trigger: An ally within range that you can see or hear makes a skill check using a skill in which you're trained
Effect: Grant the ally the ability to reroll the skill check, with a power bonus equal to your Wisdom modifier (+2).

ADDITIONAL EFFECTS

CLASS	Ranger	LEVEL	2	BOOK	PH
-------	--------	-------	---	------	----

UTILITY POWER

Magic Longbow +1

1d10	2	Bow	20/40
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls	1	+1d6 damage	
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES
Load Free

Ranged Basic Attack: +10 attack, 1d10+5 damage

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT	Two-Hands	WEIGHT	3	PRICE	360	BOOK	PH
-----------	-----------	--------	---	-------	-----	------	----

MAGIC WEAPON