

Player Name

Asbo

3

Ranger

2,250

Character Name

Level Class

Paragon Path

Epic Destiny

Total XP

Halfling

Small

Male

Good

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

ABILITY SCORES

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

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
9	Initiative	4	1

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	AC	11	6				1		

CONDITIONAL BONUSES

+2 AC against opportunity attacks, +2 AC against opportunity attacks

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	REF	11	4	1		1		

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	SURGE VALUE	SURGES/DAY
37	18	9	9	8

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

 USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS +5 Racial bonus against fear

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Insight	10	+ 3
20	Passive Perception	10	+ 10

SPECIAL SENSES

SKILLS

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

RACE FEATURES

Bold - +5 to saving throws against fear.

Second Chance - Use second chance as an encounter power.

Nimble Reaction - +2 AC against opportunity attacks.

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.

Running Attack - +1 to attack rolls after moving 2+

squares with standard action attack allowing movement

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
0	0	1
1	1	2
2	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

CHARACTER BACKGROUND

Birth - Among Another Race

You were born among a race other than your own. Did you grow up among mountain fortress, or in a halfling caravan? Did your family live among that race when you were born, or did some other circumstance bring you there? the trees of an elven forest, deep in a dwarven

PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

LANGUAGES KNOWN

Common, Elven

FEATS

Defensive Mobility - +2 to AC against opportunity attacks

Lethal Hunter - Hunter's Quarry damage dice increase to d8s

Improved Initiative - +4 to initiative checks

OTHER EQUIPMENT

Adventurer's Kit

COINS AND OTHER WEALTH

Money on hand: 100 gp

Stored money: 0 gp

Encumbrance: 52 / 120

CHARACTER NAME
Asbo

PLAYER NAME

RACE Halfling CLASS Ranger LEVEL 3

SCORE	ABILITY	MOD
HP 37	12 STR +1	AC 18
Spd 6	15 CON +2	Fort 15
Init +9	18 DEX +4	Ref 17
	11 INT +0	Will 14
	14 WIS +2	
	10 CHA +0	

13 Passive Insight **20** Passive Perception


Skills

12	Acrobatics	DEX	(Trained)
1	Arcana	INT	
8	Athletics	STR	(Trained)
1	Bluff	CHA	
1	Diplomacy	CHA	
3	Dungeoneering	WIS	
3	Endurance	CON	
3	Heal	WIS	
1	History	INT	
3	Insight	WIS	
1	Intimidate	CHA	
8	Nature	WIS	(Trained)
10	Perception	WIS	(Trained)
1	Religion	INT	
11	Stealth	DEX	(Trained)
1	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**

PLAY DATA **DUNGEONS & DRAGONS**

ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Second Wind

KEYWORDS

Standard Personal **ACTION** **RANGE**

AT-WILL ENCOUNTER DAILY

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*

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*

Twin Strike

KEYWORDS Martial, Weapon

Standard * * **ACTION** **RANGE**

Melee or Ranged weapon

8 vs AC 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.

Thunderburst Shortbow +1: +8 attack, 1d8+1 damage

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

CLASS Ranger LEVEL 1 BOOK *PH*

UTILITY POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

Nimble Strike

KEYWORDS Martial, Weapon

Standard * **ACTION** **RANGE**

Ranged weapon

8 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.

Thunderburst Shortbow +1: +8 attack, 1d8+5 damage

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

CLASS Ranger LEVEL 1 BOOK *PH*

Second Chance

KEYWORDS

Imm Interr Personal **ACTION** **RANGE**

vs

ATTACK **DEFENSE** **TARGET**

Trigger: You are hit by an attack.
Effect: The attacker must reroll the attack and use the second roll, even if it is lower.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK *PH*

Skirmish Shot

KEYWORDS Martial, Weapon

Standard * **ACTION** **RANGE**

Ranged weapon

8 vs AC One creature

ATTACK **DEFENSE** **TARGET**

Effect: Before the attack, you move your speed.
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier (+4) damage.

Thunderburst Shortbow +1: +8 attack, 2d8+5 damage

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

CLASS Ranger LEVEL 1 BOOK *MP2*

AT-WILL POWER **DUNGEONS & DRAGONS**

ENCOUNTER POWER **DUNGEONS & DRAGONS**

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Thunderbolt Boar Strike

KEYWORDS Martial, Weapon USED

Standard	* ↓ *	Melee or Ranged weapon
ACTION	← *	RANGE
8 vs AC	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] + Strength modifier (+1) damage (melee) or 1[W] + Dexterity modifier (+4) damage (ranged) per attack. With each hit, you push the target 1 square. If both attacks hit the same target, you push the target a number of squares equal to 1 + your Wisdom modifier (+2).

Thunderburst Shortbow +1: +8 attack, 1d8+5 damage

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

CLASS Ranger LEVEL 3 BOOK PH

Guardian Arrow

KEYWORDS Martial, Weapon USED

Standard	↓ *	Ranged weapon
ACTION	← *	RANGE
8 vs AC	One creature	
ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier (+4) damage.
Miss: Half damage.
Effect: Choose an ally adjacent to the target. Until the end of the encounter, if the target attacks that ally, you can make a ranged basic attack with a weapon against the target as an immediate interrupt. You cannot make this attack if the target is marked by that ally.

Thunderburst Shortbow +1: +8 attack, 2d8+5 damage

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

CLASS Ranger LEVEL 1 BOOK Dragon 383

Thunderburst Weapon Attack

KEYWORDS Thunder USED

Standard	↓ *	Ranged Burst 1
ACTION	← 1 *	RANGE
1 vs Fort		
ATTACK	DEFENSE	TARGET

Attack: Use your normal attack bonus for the basic attack vs. Fortitude.
Hit: Each target hit takes thunder damage equal to the normal damage you would deal with a ranged basic attack with the weapon.

Unarmed: +1 attack, Each+0 damage

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

CLASS LEVEL * BOOK PH

Begin the Hunt

KEYWORDS Martial USED

No Action	↓ *	Personal
ACTION	← *	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: You roll initiative
Effect: You gain a +2 bonus to the initiative check, and using your Hunter's Quarry, you designate one creature you can see as your quarry. You gain a +2 power bonus to attack rolls against that creature until it is no longer your quarry.

ADDITIONAL EFFECTS

CLASS Ranger LEVEL 2 BOOK MP2

Adventurer's Kit

AC BONUS	CHECK	SPEED	QUANTITY
			1

PROPERTIES
This kit includes a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days' worth of trail rations, 50 feet of hempen rope, and a waterskin.

NOTES

ITEM SLOT WEIGHT 33 PRICE 15 BOOK PH

Thunderburst Shortbow +1

1d8	2	Bow	15/30
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		4	+1d6 thunder damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES
Load Free, Small

Ranged Basic Attack: +8 attack, 1d8+5 damage

AT-WILL ENCOUNTER DAILY

POWER
Power (Daily - Thunder): Minor Action. The next ranged basic attack you make with this weapon before the end of your turn becomes a burst 1 centered on the target. Use your normal attack bonus for the basic attack, but against Fortitude. Each target hit takes thunder damage equal to the normal damage you would deal with a ranged basic attack with the weapon.

ITEM SLOT Two-Hands WEIGHT 2 PRICE 840 BOOK PH

Sylvan Leather Armor +1

2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+1 AC		3	Armor
ENHANCEMENT		LEVEL	TYPE

PROPERTIES
Gain an item bonus to Athletics checks and Stealth checks equal to the armor's enhancement bonus.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT Body WEIGHT 15 PRICE 680 BOOK PH

Cloak of Resistance +1

AC BONUS	CHECK	SPEED	QUANTITY
+1 Fortitude, Reflex, and Will		2	Neck Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER
Power (Daily): Minor Action. Gain resist 5 to all damage until the start of your next turn.

ITEM SLOT Neck WEIGHT 0 PRICE 520 BOOK PH

Magic Weapon

CLASS LEVEL * BOOK PH

MAGIC ITEM DUNGEONS & DRAGONS

MAGIC ITEM DUNGEONS & DRAGONS

MAGIC WEAPON DUNGEONS & DRAGONS