

Player Name

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

1 Ranger  
 Level: 1  
 Class: Ranger  
 Paragon Path: Unaligned  
 Epic Destiny: Deity

3,750  
 Total XP  
 Adventuring Company: \_\_\_\_\_  
 RPGA Number: \_\_\_\_\_

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	4		

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
14	AC	10	4					

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
7	Speed (Squares)	7		

### ABILITY SCORES

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

CONDITIONAL BONUSES  
 +2 AC against opportunity attacks

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	WILL	10	4					

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
21	Passive Insight	10	+

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
21	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
+ 1	0	1					

ABILITY: Ranged Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 4	0	4					

### HIT POINTS

MAX HP	BLOODED	HEALING SURGES
24	12	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

### 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).

### 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				

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
1	vs AC	Unarmed (Melee)	1d4+1
4	vs AC	Unarmed (Range)	1d4+4
	vs		
	vs		

### SKILLS

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

### 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

### LANGUAGES KNOWN

Common, Elven



CHARACTER NAME

Dusk

PLAYER NAME

RACE Elf CLASS LEVEL 1

<b>HP</b> 24	<b>STR</b> 12	<b>AC</b> 14
<b>Spd</b> 7	<b>CON</b> 12	<b>Fort</b> 12
<b>Init</b> +4	<b>DEX</b> 18	<b>Ref</b> 15
	<b>INT</b> 10	<b>Will</b> 14
	<b>WIS</b> 18	
	<b>CHA</b> 8	
<b>21</b> Passive Insight	<b>21</b> Passive Perception	



Second Wind

KEYWORDS USED

Standard	Personal
<b>ACTION</b>	<b>RANGE</b>
vs	Self
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

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** **ENCOUNTER SPECIAL** **DUNGEONS & DRAGONS** **ENCOUNTER ACTION** **DUNGEONS & DRAGONS**

**Hunter's Quarry**

KEYWORDS	USED
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

**Nimble Strike**

KEYWORDS	Martial, Weapon	USED
Standard	Ranged weapon	
<b>ACTION</b>	<b>RANGE</b>	
4 vs AC	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	
	<b>TARGET</b>	

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.

ADDITIONAL EFFECTS

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

CLASS Ranger LEVEL 1 BOOK PH

**Twin Strike**

KEYWORDS	Martial, Weapon	USED
Standard	Melee or Ranged weapon	
<b>ACTION</b>	<b>RANGE</b>	
vs	One or two creatures	
<b>ATTACK</b>	<b>DEFENSE</b>	
	<b>TARGET</b>	

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.

ADDITIONAL EFFECTS

CLASS Ranger LEVEL 1 BOOK PH

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

**Elven Accuracy**

KEYWORDS	USED
Free	Personal
<b>ACTION</b>	<b>RANGE</b>
vs	
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

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	
<b>ACTION</b>	<b>RANGE</b>	
vs	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	
	<b>TARGET</b>	

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).

ADDITIONAL EFFECTS

CLASS Ranger LEVEL 1 BOOK PH

**Hunter's Bear Trap**

KEYWORDS	Martial, Weapon	USED
Standard	Melee or Ranged weapon	
<b>ACTION</b>	<b>RANGE</b>	
1 vs AC	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	
	<b>TARGET</b>	

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.

ADDITIONAL EFFECTS

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

CLASS Ranger LEVEL 1 BOOK PH

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

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

**DAILY POWER** **DUNGEONS & DRAGONS**