

Player Name

Nyx Baenre 4 Ranger 3,750
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Drow Medium 32 Male 5'10 140lbs Unaligned
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
7	5	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
10	STR Strength	0	2
13	CON Constitution	1	3
20	DEX Dexterity	5	7
8	INT Intelligence	-1	1
16	WIS Wisdom	3	5
12	CHA Charisma	1	3

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
19	REF	12	5	1		1		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	WILL	12	3			1		

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
15	Passive Insight	10	+ 5
20	Passive Perception	10	+ 10

SPECIAL SENSES
Darkvision

ATTACK WORKSPACE

ABILITY: Ranged Basic Attack - Swiftshot Hand Crossbow +

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 10	2	5		2		1	

ABILITY: Melee Basic Attack - Short sword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 5	2	0		3			

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
40	20	10	7	

1/2 HP 1/4 HP

CURRENT HIT POINTS CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES USED

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

- Trance (Drow)** - Meditate aware 4 hours instead of sleep.
- Lolthouched** - Use either cloud of darkness or darkfire once per encounter.
- Darkfire Wisdom** - Use WIS for Darkfire
- Fey Origin** - Your origin is fey, not natural.

DAMAGE WORKSPACE

ABILITY: Ranged Basic Attack - Swiftshot Hand Crossbow +

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+8	5		1	2	

ABILITY: Melee Basic Attack - Short sword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6	0				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
10	vs AC	Swiftshot Hand Crossbow +1	1d8+8
5	vs AC	Short sword	1d6
2	vs AC	Unarmed (Melee)	1d4
7	vs AC	Unarmed (Range)	1d4+7

SKILLS

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

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.
 - Sneak Attack** - Once per round, if you have combat advantage and hit with a crossbow, light blade, or sling, deal extra damage.

FEATS

- Ruthless Hunter** - Your hand crossbow deals 1d8 damage, gains high crit property
- Sneak of Shadows** - Rogue: Thievery skill, Sneak Attack 1/ encounter
- Two-Fisted Shooter** - Treat hand crossbow as off-hand weapon, reload free action

LANGUAGES KNOWN

Common, Elven

COMPANION

Lockheed - Level 4 Razor sharp claws and a m

HP 36	12 STR	AC 18
Spd 2	13 CON	Fort 14
Atk +9	6 INT	Ref 18
	12 WIS	Will 16
	6 CHA	

1d6 Damage

Size: Small

Vision: Low-light

Healing Surge Value: 9 (2 surges per day)

Melee Basic Attack:

Claw; +9 vs. AC; 1d6 + Dexterity modifier damage.

Trained Skills: Perception

CHARACTER NAME

Nyx Baenre

PLAYER NAME

RACE Drow CLASS Ranger LEVEL 4

HP 40	10 STR	AC 19
Spd 6	13 CON	Fort 15
Init +7	20 DEX	Ref 19
	8 INT	Will 16
	16 WIS	
	12 CHA	
15 Passive Insight	20 Passive Perception	



Second Wind

KEYWORDS	USED	
Standard	Personal	
ACTION	RANGE	
vs	Self	
ATTACK	DEFENSE	TARGET
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	LEVEL BOOK PH	

PLAY DATA



ENCOUNTER SPECIAL



ENCOUNTER ACTION



Hunter's Quarry

KEYWORDS	USED	
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. 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



Twin Strike

KEYWORDS	Martial, Weapon	USED	
Standard	* * * * *	Melee or Ranged weapon	
ACTION	RANGE		
10	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. Swiftshot Hand Crossbow +1: +10 attack, 1d8+1 damage			
ADDITIONAL EFFECTS +1d6 to damage once per round (Hunter's Quarry) +2d6 to damage once per encounter (Sneak Attack)			
CLASS	LEVEL 1	BOOK PH	

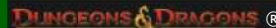
AT-WILL POWER



Nimble Strike

KEYWORDS	Martial, Weapon	USED	
Standard	* * * * *	Ranged weapon	
ACTION	RANGE		
10	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 (+5) damage. Increase damage to 2[W] + Dexterity modifier (+5) at 21st level. Swiftshot Hand Crossbow +1: +10 attack, 1d8+6 damage			
ADDITIONAL EFFECTS +1d6 to damage once per round (Hunter's Quarry) +2d6 to damage once per encounter (Sneak Attack)			
CLASS	LEVEL 1	BOOK PH	

AT-WILL POWER



Cloud of Darkness

KEYWORDS	USED	
Minor		
ACTION	RANGE	
vs		
ATTACK	DEFENSE	TARGET
Effect: This power creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight for all creatures except you. Any creature except you entirely within the cloud is blinded.		
ADDITIONAL EFFECTS		

Darkfire

KEYWORDS	Radiant	USED	
Minor	10		
ACTION	RANGE		
9	vs	Reflex	One creature
ATTACK	DEFENSE	TARGET	
Attack: Intelligence +4 vs. Reflex, Wisdom +4 vs. Reflex, or Charisma +4 vs. Reflex Increase to +6 bonus at 11th level and +8 bonus at 21st level. Hit: Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment. Special: When you create your character, choose Intelligence, Wisdom, or Charisma as the ability score you use when making attack rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.			
ADDITIONAL EFFECTS			

Two-Fanged Strike

KEYWORDS	Martial, Weapon	USED	
Standard	* * * * *	Melee or Ranged weapon	
ACTION	RANGE		
10	vs	AC	One creature
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 (+0) damage (melee) or 1[W] + Dexterity modifier (+5) damage (ranged) per attack. If both attacks hit, you deal extra damage equal to your Wisdom modifier (+3). Swiftshot Hand Crossbow +1: +10 attack, 1d8+6 damage			
ADDITIONAL EFFECTS +1d6 to damage once per round (Hunter's Quarry) +2d6 to damage once per encounter (Sneak Attack)			

Disruptive Strike

KEYWORDS		Martial, Weapon		USED
Imm Interr	* ↓ *	* ↗	Melee or Ranged weapon	
ACTION	↶	✱	RANGE	
10	vs	AC	The attacking creature	
ATTACK	DEFENSE	TARGET		
<p>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 (+0) damage (melee) or 1 [W] + Dexterity modifier (+5) damage (ranged). The target takes a penalty to its attack roll for the triggering attack equal to 3 + your Wisdom modifier (+3).</p> <p>Swiftshot Hand Crossbow +1: +10 attack, 1d8+6 damage</p>				
ADDITIONAL EFFECTS				
+1d6 to damage once per round (Hunter's Quarry) +2d6 to damage once per encounter (Sneak Attack)				
CLASS	Ranger	LEVEL	3	BOOK <i>PH</i>

ENCOUNTER POWER DUNGEONS & DRAGONS®

Split the Tree

KEYWORDS		Martial, Weapon		USED
Standard	↓ *	↗	Ranged weapon	
ACTION	↶	✱	RANGE	
10	vs	AC	Two creatures within 3 squares of e	
ATTACK	DEFENSE	TARGET		
<p>Attack: Dexterity vs. AC. Make two attack rolls, take the higher result, and apply it to both targets. Hit: 2[W] + Dexterity modifier (+5) damage.</p> <p>Swiftshot Hand Crossbow +1: +10 attack, 2d8+6 damage</p>				
ADDITIONAL EFFECTS				
+1d6 to damage once per round (Hunter's Quarry) +2d6 to damage once per encounter (Sneak Attack)				
CLASS	Ranger	LEVEL	1	BOOK <i>PH</i>

DAILY POWER DUNGEONS & DRAGONS®

Hunter's Privilege

KEYWORDS		Martial, Stance		USED
No Action	↓	↗	Personal	
ACTION	↶	✱	RANGE	
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY		
<p>Trigger: You make an initiative check at the beginning of an encounter and your check result is higher than any other combatant's Effect: Until the stance ends, you add 3 to the extra damage you deal with Hunter's Quarry.</p>				
ADDITIONAL EFFECTS				
CLASS	Ranger	LEVEL	2	BOOK <i>MP</i>

UTILITY POWER DUNGEONS & DRAGONS®

Swiftshot Hand Crossbow +1

	+1 attack rolls and damage	+1d6 damage
BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
Loading this crossbow is a free action.		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER		
Power (Encounter): Minor Action. Make a ranged basic attack with this weapon.		
ITEM SLOT/TYPE	Off-hand	LEVEL 3 PRICE 680 BOOK <i>PH</i>

MAGIC ITEM DUNGEONS & DRAGONS®

Cloak of Distortion +1

	+1 Fortitude, Reflex, and \	
BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
A ranged attack against you from more than 5 squares away takes a -5 penalty to the attack roll.		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER		
Item Slot: Neck		
ITEM SLOT/TYPE	Neck	LEVEL 4 PRICE 840 BOOK <i>AV</i>

MAGIC ITEM DUNGEONS & DRAGONS®

Bracers of the Perfect Shot (heroic tier)

BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
When you hit with a ranged basic attack, you gain a +2 item bonus to the damage roll.		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER		
Item Slot: Arms		
ITEM SLOT/TYPE	Arms	LEVEL 3 PRICE 680 BOOK <i>PH</i>

MAGIC ITEM DUNGEONS & DRAGONS®