

Player Name _____

 Character Name **Bladeling** Level **1** Class **Ranger** Paragon Path _____ Epic Destiny _____ Total XP **0**
 Race _____ Size **Medium** Age _____ Gender _____ Height _____ Weight _____ Alignment _____ Deity _____
 Adventuring Company _____ RPGA Number _____

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
5	5		

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + ARMOR/1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	AC	10	8					

CONDITIONAL BONUSES
+2 AC against opportunity attacks

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
8	STR Strength	-1	-1
11	CON Constitution	0	0
20	DEX Dexterity	5	5
10	INT Intelligence	0	0
16	WIS Wisdom	3	3
10	CHA Charisma	0	0

FORT

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

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Insight	10	+ 3
18	Passive Perception	10	+ 8

SPECIAL SENSES

REF

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

CONDITIONAL BONUSES

ATTACK WORKSPACE

ABILITY: Ranged Basic Attack - Greatbow

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	0	5		2			

ABILITY: Melee Basic Attack - Unarmed

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

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
32	16	8

1/2 HP: _____ 1/4 HP: _____

HEALING SURGES: SURGE VALUE **8** SURGES/DAY **6**

CURRENT HIT POINTS: _____ CURRENT SURGE USES: _____

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS: _____

DEATH SAVING THROW FAILURES

SAVING THROW MODS: _____

RESISTANCES Resist 5 Acid

CURRENT CONDITIONS AND EFFECTS: _____

ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE

ABILITY: Ranged Basic Attack - Greatbow

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d12+5	5				

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4-1	-1				

RACE FEATURES

Razor Storm - You can use razor storm as an encounter power.

Razor Storm Dexterity - Use DEX for Razor Storm

Acid Resistance - You have resist acid 5 + one-half your level.

Intimidate Bonus

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
7	vs AC	Greatbow	1d12+5
-1	vs AC	Unarmed (Melee)	1d4-1
5	vs AC	Unarmed (Range)	1d4+5
	vs		

SKILLS

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

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

Weapon Proficiency (Greatbow) - Gain proficiency with the Greatbow.

LANGUAGES KNOWN

Common

CHARACTER NAME

PLAYER NAME

RACE Bladeling CLASS Ranger LEVEL 1

HP	8 STR	AC
32	11 CON	18
Spd	20 DEX	Fort
6	10 INT	11
Init	16 WIS	Ref
+5	10 CHA	16
		Will
		13

13 Passive Insight 18 Passive Perception

PLAY DATA **DUNGEONS & DRAGONS**



ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Second Wind

KEYWORDS

Standard	Personal
ACTION	RANGE
vs	Self
ATTACK	DEFENSE
	TARGET

Effect: You spend a healing surge and regain 8 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK *PH*

ENCOUNTER ACTION **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. 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 **DUNGEONS & DRAGONS**

Hunter's Teamwork

KEYWORDS Martial, Weapon

Standard	Ranged weapon
ACTION	RANGE
7 vs AC	One creature
ATTACK	DEFENSE
	TARGET

Attack: Dexterity vs. AC. If two or more allies are adjacent to the target, you gain combat advantage against the target with the attack.
Hit: 1[W] + Dexterity modifier (+5) damage. Increase damage to 2[W] + Dexterity modifier (+5) at 21st level.

Greatbow: +7 attack, 1d12+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 *PHS1*

AT-WILL POWER **DUNGEONS & DRAGONS**

Twin Strike

KEYWORDS Martial, Weapon

Standard	Melee or Ranged weapon
ACTION	RANGE
7 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.

Greatbow: +7 attack, 1d12 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**

Razor Storm

KEYWORDS

Minor	Close burst 1
ACTION	RANGE
7 vs Reflex	Each creature in burst
ATTACK	DEFENSE
	TARGET

Attack: Strength + 2 vs. Reflex, Constitution + 2 vs. Reflex, or Dexterity + 2 vs. Reflex
Hit: 1d6 + Dexterity modifier (+5) damage. Increase to +4 bonus and 2d6 + Dexterity modifier (+5) damage at 11th level, and to +6 bonus and 3d6 + Dexterity modifier (+5) damage at 21st level.
Special: When you create your character, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. The choice remains throughout your character's life and does not change the power's other effects.

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 Racial Power LEVEL * BOOK *MOTP*

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Fox's Cunning

KEYWORDS Martial, Weapon

Imm React	Melee or Ranged weapon
ACTION	RANGE
vs	
ATTACK	DEFENSE
	TARGET

Trigger: An enemy makes a melee attack against you
Attack: You can shift 1 square, then make a basic attack against the enemy.
Special: Gain a power bonus to your basic attack roll equal to your Wisdom modifier (+3).

ADDITIONAL EFFECTS

CLASS Ranger LEVEL 1 BOOK *PH*

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Split the Tree

KEYWORDS Martial, Weapon

Standard	Ranged weapon
ACTION	RANGE
7 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 (+5) damage.

Greatbow: +7 attack, 2d12+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 **DUNGEONS & DRAGONS**