Dungeons & Dragons — Character Sheet

Player Name: David

Character Name	Level	Class	Paragon Path	Epic Destiny	Total XP
Abragorn Son of Aracoln	11	Ranger			

Race	Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company or Other Affiliations
Half-Elf	M		m			Good		

INITIATIVE

SCORE		DEX	1/2 LEVEL	MISC
9	Initiative	4	5	

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
14	STR Strength	2	7
13	CON Constitution	1	6
19	DEX Dexterity	4	9
14	INT Intelligence	2	7
16	WIS Wisdom	3	8
14	CHA Charisma	2	7

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	ARMOR / CLASS	FEAT	ENH	MISC	MISC
20	AC	15	+3			+2		
20	FORT	15	2	1		2		
22	REF	15	4	1		2		
20	WILL	15	3	0		2		

CONDITIONAL BONUSES

HIT POINTS

MAX HP	BLOODIED (1/2 HP)	HEALING SURGES: SURGE VALUE (1/4 HP)	SURGES/DAY
69	34	17	7

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED ☐

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES ☐ ☐ ☐

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

1

RACE FEATURES

ABILITY SCORE MODS +2 con +2 cha

Dilettante: take one at-will and use as an encounter power:

Dual heritage: Qualifies for human and el van feats

Group Diplomacy: +1 diplomacy bonus t allies within 10 squares

CLASS / PATH / DESTINY FEATURES

Cloth, leather, hide, chain proficency

Simple/millitary ranged/melee proficency

+5 hp per level

Archer Fighting Style: Defensive Mobilit

Bonus Feat

Hunter's Quarry: Designate target as mino r action, deal +1d6 bonus damage to targe t once per round

Prime Shot: whe closer to target than allie +1 bonus on ranged attack rolls

Archers action:Reroll ranged attack/dama with action point instead of new action

BattlefieldExperince:+wismod quarry targ +1 to attack rolls vs quarry

LANGUAGES KNOWN

Common Thieve's Cant

Elven Dwarven

Giant Deep Speech

MOVEMENT

SCORE		BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6			

SPECIAL MOVEMENT

SENSES

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

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Longbow

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 14	5	4	1	2	0	2	0

ABILITY:

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

DAMAGE WORKSPACE

ABILITY: Longbow

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+6	4	0	+2	0	0

ABILITY:

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
0	0	0	0	0	0

BASIC ATTACKS

ATTACK		DEFENSE	WEAPON OR POWER	DAMAGE
	vs			
	vs			
	vs			
	vs			

SKILLS

BONUS	SKILL NAME		ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
13	Acrobatics	DEX	9	✔	-1	
7	Arcana	INT	7		n/a	
6	Athletics	STR	7		-1	
7	Bluff	CHA	7		n/a	
7	Diplomacy	CHA	7		n/a	
8	Dungeoneering	WIS	8		n/a	
5	Endurance	CON	6		-1	
8	Heal	WIS	8		n/a	
7	History	INT	7		n/a	
8	Insight	WIS	8		n/a	
7	Intimidate	CHA	7		n/a	
13	Nature	WIS	8	✔	n/a	
13	Perception	WIS	8	✔	n/a	
7	Religion	INT	7		n/a	
13	Stealth	DEX	9	✔	-1	
7	Streetwise	CHA	7		n/a	
8	Thievery	DEX	9		-1	

FEATS

Defensive Mobility: +2 AC vs OOP

Action Surge: +3 to attack w\action pnts

Far Shot: +5 squares projectile range

Human Perseverance: +1 to saving throw

Lethal Hutner: Quarry damage dice=1d8

Linguist: +3 languages

Precise Hunter: +1 attack to ally w/qrcrit

Armor Profficency: Chainmail

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POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

- Twin Strike: Pg 105
- Nimble Strike: Pg 105

ENCOUNTER POWERS

- Fox's Cunning: Pg 105 ☐
- Lance of Faith: Pg 60 ☐
- Thundertusk Boarstrike: Pg 107 ☐
- Hawk's Talon: Pg 108 ☐
- Combined Fire: 114 ☐

DAILY POWERS

- Split the Tree: Pg 106 ☐
- Splintering Shot: Pg 107 ☐
- Attack on the Run: Pg 108 ☐

UTILITY POWERS

- Yeild Ground: E, Pg 106 ☐
- Weave Through The Fray: E, Pg 108 ☐
- Expeditious Stride: E Pg 108 ☐

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

- WEAPON +2 Thunderburst Longbow Blsd ☐
- WEAPON ☐
- WEAPON ☐
- WEAPON ☐
- ARMOR +2 Barkskin Hide armor ☐
- ARMS ☐
- FEET ☐
- HANDS Bracers of Perfect Shot +4 ☐
- HEAD ☐
- NECK Amulet of Health +2 ☐
- RING ☐
- RING ☐
- WAIST ☐

Daily Item Powers Per Day

Heroic (1-10)	☐	Milestone	☐/☐/☐/☐
Paragon (11-20)	☐☐	Milestone	☐/☐/☐/☐
Epic (21-30)	☐☐☐	Milestone	☐/☐/☐/☐

PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES

OTHER EQUIPMENT

RITUALS

COINS AND OTHER WEALTH

3,400 gp
+100 gp

SESSION AND CAMPAIGN NOTES

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