





CHARACTER NAME  
**Aurelia**

PLAYER NAME  
**Dana**

RACE **Eladrin** CLASS **Ranger** LEVEL **1**

	SCORE	ABILITY	MOD
<b>HP</b> 28	<b>16</b>	<b>STR</b>	<b>+3</b>
<b>Spd</b> 6	<b>11</b>	<b>CON</b>	<b>+0</b>
<b>Init</b> +3	<b>17</b>	<b>DEX</b>	<b>+3</b>
	<b>13</b>	<b>INT</b>	<b>+1</b>
	<b>12</b>	<b>WIS</b>	<b>+1</b>
	<b>10</b>	<b>CHA</b>	<b>+0</b>

<b>AC</b> 15
<b>Fort</b> 14
<b>Ref</b> 14
<b>Will</b> 12

**11** Passive Insight **16** Passive Perception

PLAY DATA **DUNGEONS & DRAGONS**

Second Wind

KEYWORDS

Standard ☐ ☐ ☐ ☐ Personal ☐ ☐ ☐ ☐

**ACTION** ☐ ☐ ☐ ☐ **RANGE**

☐ **AT-WILL** ☒ **ENCOUNTER** ☐ **DAILY**

Effect: You spend a healing surge and regain 7 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS ☐ LEVEL ☐ BOOK **PH**

UTILITY POWER **DUNGEONS & DRAGONS**

Twin Strike

KEYWORDS Martial, Weapon

Standard ☐ \* ☐ \* ☐ \* Melee or Ranged weapon

**ACTION** ☐ ☐ ☐ ☐ **RANGE**

**6** 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.

Rapier: +6 attack, 1d8+0 damage  
Longsword: +6 attack, 1d8+0 damage

ADDITIONAL EFFECTS  
+1d6 to damage once per round (Hunter's Quarry)

CLASS **Ranger** LEVEL **1** BOOK **PH**

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

AT-WILL POWER **DUNGEONS & DRAGONS**

Skills

3	Acrobatics	DEX
3	Arcana	INT
3	Athletics	STR
0	Bluff	CHA
0	Diplomacy	CHA
6	Dungeoneering	WIS (Trained)
5	Endurance	CON (Trained)
6	Heal	WIS (Trained)
3	History	INT
1	Insight	WIS
0	Intimidate	CHA
6	Nature	WIS (Trained)
6	Perception	WIS (Trained)
1	Religion	INT
8	Stealth	DEX (Trained)
0	Streetwise	CHA
3	Thievery	DEX

ADDITIONAL EFFECTS

PLAY DATA **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. 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**

Fey Step

KEYWORDS Teleportation

Move ☐ ☐ ☐ ☐ Personal ☐ ☐ ☐ ☐

**ACTION** ☐ ☐ ☐ ☐ **RANGE**

**vs**

**ATTACK** **DEFENSE** **TARGET**

**Effect:** Teleport up to 5 squares.

ADDITIONAL EFFECTS

CLASS **Racial Power** LEVEL \* ☐ BOOK **PH**

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

ENCOUNTER POWER **DUNGEONS & DRAGONS**

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.

ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Nimble Strike

KEYWORDS Martial, Weapon

Standard ☐ \* ☐ ☐ ☐ Ranged weapon

**ACTION** ☐ ☐ ☐ ☐ **RANGE**

**6** 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 (+3) damage.  
Increase damage to 2[W] + Dexterity modifier (+3) at 21st level.

Dagger: +6 attack, 1d4+3 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**

Off-Hand Strike

KEYWORDS Martial, Weapon

Minor ☐ \* ☐ ☐ ☐ Melee weapon

**ACTION** ☐ ☐ ☐ ☐ **RANGE**

**6** vs **AC** One creature

**ATTACK** **DEFENSE** **TARGET**

**Requirement:** You must be wielding two melee weapons.  
**Attack:** Strength vs. AC (off-hand weapon)  
**Hit:** 1[W] + Strength modifier (+3) damage (off-hand weapon).

Rapier: +6 attack, 1d8+3 damage  
Longsword: +6 attack, 1d8+3 damage

ADDITIONAL EFFECTS  
+1d6 to damage once per round (Hunter's Quarry)

CLASS **Ranger** LEVEL **1** BOOK **MP**

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

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Off-Hand Parry

KEYWORDS

Martial, Weapon

USED

Standard

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Melee weapon

ACTION

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✱

RANGE

6

vs

AC

One creature

ATTACK

DEFENSE

TARGET

**Requirement:** You must be wielding two melee weapons.

**Attack:** Strength vs. AC (main weapon)

**Hit:** 2[W] + Strength modifier (+3) damage (main weapon).

**Effect:** You gain a power bonus to AC equal to your Wisdom modifier (+1) until the end of your next turn or until you attack with your off-hand weapon.

Rapier: +6 attack, 2d8+3 damage

Longsword: +6 attack, 2d8+3 damage

ADDITIONAL EFFECTS

+1d6 to damage once per round (Hunter's Quarry)

CLASS

Ranger

LEVEL

1

BOOK

MP

DAILY POWER