

Player Name Dana

 Aurelia 1 Ranger

Character Name Eladrin	Medium	36	Female	5'8"	140	Paragon Path Unaligned	Epic Destiny	Total XP	0
Race	Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company	RPGA Number

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
3	3		
CONDITIONAL MODIFIERS			

DEFENSES								
SCORE	DEFENSE	10 +	ARMOR/	CLASS	FEAT	ENH	MISC	MISC
		1/2 LVL	ABIL					
15	AC	10	5					
CONDITIONAL BONUSSES								

MOVEMENT				
SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		
SPECIAL MOVEMENT				

ABILITY SCORES			
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
16	STR Strength	3	3
11	CON Constitution	0	0
17	DEX Dexterity	3	3
13	INT Intelligence	1	1
12	WIS Wisdom	1	1
10	CHA Charisma	0	0

SCORE	DEFENSE	10 +	ABIL	CLASS	FEAT	ENH	MISC	MISC
		1/2 LVL						
14	FORT	10	3	1				
CONDITIONAL BONUSSES								

SCORE	DEFENSE	10 +	ABIL	CLASS	FEAT	ENH	MISC	MISC
		1/2 LVL						
14	REF	10	3	1				
CONDITIONAL BONUSSES								

SCORE	DEFENSE	10 +	ABIL	CLASS	FEAT	ENH	MISC	MISC
		1/2 LVL						
12	WILL	10	1				1	
CONDITIONAL BONUSSES								

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
11	Passive Insight	10	+
16	Passive Perception	10	+
SPECIAL SENSES Low-light Vision			

ATTACK WORKSPACE								
ABILITY: Melee Basic Attack - Rapier								
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	MISC
+ 6		0	3		3			
ABILITY: Melee Basic Attack - Longsword								
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	MISC
+ 6		0	3		3			

HIT POINTS			
MAX HP	BLOODIED	HEALING SURGES	SURGES/DAY
		SURGE VALUE	
28	14	7	6
CURRENT HIT POINTS		CURRENT SURGE USES	

ACTION POINTS		
ACTION POINTS	MILESTONES	ACTION POINTS
Action Points	0	1
	1	2
	2	3
ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS		

DAMAGE WORKSPACE					
ABILITY: Melee Basic Attack - Rapier					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+3	3				
ABILITY: Melee Basic Attack - Longsword					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+3	3				

SECOND WIND 1/ENCOUNTER		USED
		<input type="checkbox"/>
TEMPORARY HIT POINTS		
DEATH SAVING THROW FAILURES		
SAVING THROW MODS +5 Racial bonus against charm effects		
RESISTANCES		
CURRENT CONDITIONS AND EFFECTS		

RACE FEATURES
Trance - Meditate aware 4 hours instead of sleep.
Eladrin Weapon Proficiency - Proficient with longsword.
Eladrin Education - Training in any one additional skill.
Eladrin Will - +1 Will; +5 to saving throws against charm.
Fey Step - Use fey step as an encounter power.
Fey Origin - Your origin is fey, not natural

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
6	vs AC	Rapier	1d8+3
6	vs AC	Longsword	1d8+3
6	vs AC	Dagger (Melee)	1d4+3
6	vs AC	Dagger (Range)	1d4+3

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

CLASS / PATH / DESTINY FEATURES
Fighting Style - Choose Archer Fighting Style, Two-Blade Fighting Style, Beast Mastery, Marauder Fighting Style, Hunter Fighting Style.
Two-Blade Fighting Style - Wield one-handed weapon as off-hand weapon; gain Toughness 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
Toughness - Gain 5 additional hit points, 10 at 11th, 15 at 21st
Fey Escape - Fey step when grabbed, immobilized, or restrained

LANGUAGES KNOWN
Common, Elven

CHARACTER NAME
Aurelia

PLAYER NAME
Dana

RACE Eladrin CLASS Ranger LEVEL 1

SCORE	ABILITY	MOD
HP 28	STR +3	AC 15
Spd 6	CON +0	Fort 14
Init +3	DEX +3	Ref 14
	INT +1	Will 12
	WIS +1	
	CHA +0	

11 Passive Insight **16** Passive Perception

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

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.

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

PLAY DATA **DUNGEONS & DRAGONS**

Hunter's Quarry

KEYWORDS: Minor, ACTION, RANGE, ATTACK, DEFENSE, TARGET

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

ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Nimble Strike

KEYWORDS: Martial, Weapon, Standard, Ranged weapon, ACTION, RANGE, ATTACK, DEFENSE, TARGET

6 vs AC One creature

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

UTILITY POWER **DUNGEONS & DRAGONS**

Twin Strike

KEYWORDS: Martial, Weapon, Standard, Melee or Ranged weapon, ACTION, RANGE, ATTACK, DEFENSE, TARGET

6 vs AC One or two creatures

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**

Fey Step

KEYWORDS: Teleportation, Move, Personal, ACTION, RANGE, ATTACK, DEFENSE, TARGET

vs

ATTACK **DEFENSE** **TARGET**

Effect: Teleport up to 5 squares.

ADDITIONAL EFFECTS

CLASS: Racial Power LEVEL *: BOOK: PH

AT-WILL POWER **DUNGEONS & DRAGONS**

Off-Hand Strike

KEYWORDS: Martial, Weapon, Minor, Melee weapon, ACTION, RANGE, ATTACK, DEFENSE, TARGET

6 vs AC One creature

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

AT-WILL POWER **DUNGEONS & DRAGONS**

ENCOUNTER POWER **DUNGEONS & DRAGONS**

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Off-Hand Parry

KEYWORDS		Martial, Weapon	USED
Standard	* ↓ ↗	Melee weapon	
ACTION	↶ ↷	RANGE	
6	vs	AC	One creature
ATTACK	DEFENSE	TARGET	
<p>Requirement: You must be wielding two melee weapons.</p> <p>Attack: Strength vs. AC (main weapon)</p> <p>Hit: 2[W] + Strength modifier (+3) damage (main weapon).</p> <p>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.</p> <p>Rapier: +6 attack, 2d8+3 damage Longsword: +6 attack, 2d8+3 damage</p>			
<p>ADDITIONAL EFFECTS</p> <p>+1d6 to damage once per round (Hunter's Quarry)</p>			
CLASS	Ranger	LEVEL	1
		BOOK	MP
DAILY POWER			