

Player Name Helfdan

Eldran Olwydd 1 Ranger 0
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Human Medium 19 Male 6'3" 204 Good Melora Dungeon Delve
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
2	2		

CONDITIONAL MODIFIERS

DEFENSES

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

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
18	STR Strength	4	4
14	CON Constitution	2	2
14	DEX Dexterity	2	2
10	INT Intelligence	0	0
13	WIS Wisdom	1	1
8	CHA Charisma	-1	-1

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	FORT	10	4	1			1	

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
11	Passive Insight	10	+

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
17	Passive Perception	10	+

SPECIAL SENSES

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

CONDITIONAL BONUSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Handaxe

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	0	4		2			

ABILITY: Ranged Basic Attack - Handaxe

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	0	4		2			

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
31	15	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

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SKILLS

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

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

- Bonus Feat** - Choose an extra feat at 1st level.
- Bonus Skill** - Trained in one additional class skill.
- Bonus At-Will Power** - Know one extra 1st-level attack power from your class.
- Human Defense Bonuses** - +1 to Fortitude, Reflex, and Will.

CLASS / PATH / DESTINY FEATURES

- Fighting Style** - Choose Archer Fighting Style or Two-Blade 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.

LANGUAGES KNOWN

Common, Elven

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Handaxe

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+4	4				

ABILITY: Ranged Basic Attack - Handaxe

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+4	4				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
6	vs AC	Handaxe (Melee)	1d6+4
6	vs AC	Handaxe (Range)	1d6+4
7	vs AC	Dagger (Melee)	1d4+4
5	vs AC	Dagger (Range)	1d4+2

FEATS

- Durable** - Increase number of healing surges by 2
- Toughness** - Gain 5 additional hit points per tier
- Skill Focus (Nature)** - +3 to Nature checks

CHARACTER NAME
Eldran Olwydd

PLAYER NAME

Helfdan

RACE Human CLASS Ranger LEVEL 1

HP 31	STR 18	AC 15
Spd 6	CON 14	Fort 16
Init +2	DEX 14	Ref 14
	INT 10	Will 12
	WIS 13	
	CHA 8	
11 Passive Insight	17 Passive Perception	



Second Wind

KEYWORDS USED

Standard	Melee or Ranged weapon	Personal
ACTION	RANGE	RANGE
4 vs AC	One or two creatures	Self
ATTACK	DEFENSE	TARGET

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.

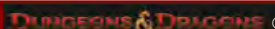
ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

PLAY DATA



ENCOUNTER SPECIAL



ENCOUNTER ACTION



Twin Strike

KEYWORDS Martial, Weapon USED

Standard	Melee or Ranged weapon
ACTION	RANGE
4 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.

Handaxe (Melee): +6 attack, 1d6 damage
Handaxe (Range): +4 attack, 1d6 damage
Dagger (Melee): +7 attack, 1d4 damage
Dagger (Range): +5 attack, 1d4 damage
Longsword: +7 attack, 1d8 damage
Longbow: +4 attack, 1d10 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 - P

CLASS Ranger LEVEL 1 BOOK PH

AT-WILL POWER



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



Careful Attack

KEYWORDS Martial, Weapon USED

Standard	Melee or Ranged weapon
ACTION	RANGE
6 vs AC	One creature
ATTACK	DEFENSE
	TARGET

Requirement: You must be wielding two melee weapons or a ranged weapon.

Attack: Strength + 2 vs. AC (melee) or Dexterity + 2 vs. AC (ranged).

Hit: 1[W] damage (melee) or 1[W] damage (ranged).

Increase damage to 2[W] (melee) or 2[W] (ranged) at 21st level.

Handaxe (Melee): +8 attack, 1d6 damage
Handaxe (Range): +6 attack, 1d6 damage
Dagger (Melee): +9 attack, 1d4 damage
Dagger (Range): +7 attack, 1d4 damage
Longsword: +9 attack, 1d8 damage
Longbow: +6 attack, 1d10 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 - P

CLASS Ranger LEVEL 1 BOOK PH

AT-WILL POWER



Hit and Run

KEYWORDS Martial, Weapon USED

Standard	Melee weapon
ACTION	RANGE
6 vs AC	One creature
ATTACK	DEFENSE
	TARGET

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier (+4) damage.

Increase damage to 2[W] + Strength modifier (+4) at 21st level.

Effect: If you move in the same turn after this attack, leaving the first square adjacent to the target does not provoke an opportunity attack from the target.

Handaxe: +6 attack, 1d6+4 damage
Dagger: +7 attack, 1d4+4 damage
Longsword: +7 attack, 1d8+4 damage
Unarmed: +4 attack, 1d4+4 damage

ADDITIONAL EFFECTS

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

CLASS Ranger LEVEL 1 BOOK PH

AT-WILL POWER



Fox's Cunning

KEYWORDS Martial, Weapon USED

Imm Reacti	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 (+1).

ADDITIONAL EFFECTS

CLASS Ranger LEVEL 1 BOOK PH

ENCOUNTER POWER



Jaws of the Wolf

KEYWORDS Martial, Weapon USED

Standard	Melee weapon
ACTION	RANGE
6 vs AC	One creature
ATTACK	DEFENSE
	TARGET

Requirement: You must be wielding two melee weapons.

Attack: Strength vs. AC (main weapon and off-hand weapon), two attacks

Hit: 2[W] + Strength modifier (+4) damage per attack.

Miss: Half damage per attack.

Handaxe: +6 attack, 2d6+4 damage
Dagger: +7 attack, 2d4+4 damage
Longsword: +7 attack, 2d8+4 damage

ADDITIONAL EFFECTS

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


CLASS Ranger LEVEL 1 BOOK PH

DAILY POWER



Melee Basic Attack

KEYWORDS Weapon USED

Standard	*  	Melee weapon
ACTION	 	RANGE
6	vs	AC
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
 Hit: 1[W] + Strength modifier (+4) damage.
 Increase damage to 2[W] + Strength modifier (+4) at 21st level.
 Special: You can use an unarmed attack as a weapon to make a melee basic attack.

Handaxe: +6 attack, 1d6+4 damage
 Dagger: +7 attack, 1d4+4 damage
 Longsword: +7 attack, 1d8+4 damage
 Unarmed: +4 attack, 1d4+4 damage

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





CLASS LEVEL * BOOK

AT-WILL POWER



Ranged Basic Attack

KEYWORDS Weapon USED

Standard	 * 	Ranged weapon
ACTION	 	RANGE
6	vs	AC
ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. AC
 Hit: 1[W] + Dexterity modifier (+2) damage.
 Increase damage to 2[W] + Dexterity modifier (+2) at 21st level.
 Special: Weapons with the heavy thrown property use Strength instead of Dexterity for attack rolls and damage rolls. Warlocks can use eldritch blast as a ranged basic attack, and wizards can use magic missile as a ranged basic attack.

Handaxe: +6 attack, 1d6+4 damage
 Dagger: +5 attack, 1d4+2 damage
 Longbow: +4 attack, 1d10+2 damage
 Unarmed: +2 attack, 1d4+2 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 - P

CLASS LEVEL * BOOK

AT-WILL POWER

