

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

11

Level

Khanzel Van de Mi'tilarro

male Wood Elf Ranger

150 Age 5' 8" Height 130 lb. Weight Medium Size Deity

26193

Total XP

32000

Defenses

25	23	25	20
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP (Bloodied)	75	Temp HP
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Current Hit Points

Healing Surges

Surge Value	Surges/Day
18	7

Current Conditions:

Combat Statistics and Senses

Initiative	14
Conditional Modifiers:	
Speed	7
Passive Insight	17
Passive Perception	25

Special Senses: Low-light

Action Points

Action Points	Milestones	Action Points
	0	1
	1	2
	2	3

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.

Second Wind (one per encounter)

Used

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

Death Saving Throw Failures



Saving Throw Mods

0

Resistances/Vulnerabilities

Resist 5 Radiant

Current Conditions and Effects

Basic Attacks

Melee

Moonclaw Longsword

16	1d8+6
Strength vs. AC	Damage

Ranged

Moonbow Longbow +3

17	1d10+8
Dexterity vs. AC	Damage

Languages

Common, Elven



Abilities

STR Strength	19	Check 9
CON Constitution	13	6
DEX Dexterity	21	10
INT Intelligence	11	5
WIS Wisdom	15	7
CHA Charisma	9	4

Skills

Acrobatics	Dexterity	✓	15
Arcana	Intelligence		5
Athletics	Strength	✓	14
Bluff	Charisma		4
Diplomacy	Charisma		4
Dungeoneering	Wisdom		7
Endurance	Constitution		6
Heal	Wisdom	✓	12
History	Intelligence		5
Insight	Wisdom		7
Intimidate	Charisma		4
Nature	Wisdom	✓	14
Perception	Wisdom	✓	15
Religion	Intelligence		5
Stealth	Dexterity	✓	16
Streetwise	Charisma		4
Thievery	Dexterity		10

Player Name

Khanzel Van de Mi'tilarro

Character Name



Character Details

Background

Silent Hunter

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Amulet of Protection +1

Arms

Bracers of Defense (paragon tier)

Hands

Rings

Rings

Main Hand

Moonbow Longbow +3

Off Hand

Waist

Armor

Sunleaf Leather Armor +3

Tattoo

Ki Focus

Other Equipment

Moonclaw Longsword
Sunblade Longsword +2

Total Weight (lbs.)

28

Carrying Capacity (lbs.)

Treasure

100 gp
0 gp banked

Normal

190

Heavy

380

Max

950

Player Name

Khanzel Van de Mi'tilarro

Character Name



Racial Features

Elven Accuracy

Use elven accuracy as an encounter power.

Elven Weapon Proficiency

Proficient with longbow and shortbow.

Fey Origin

Your origin is fey, not natural

Wild Step

Ignore difficult terrain when shifting (even when shifting multiple squares).

Wood Elf Reactive Stealth

Make a Stealth check to hide if you have any cover or concealment when you roll initiative

Class/Other Features

Fighting Style

Choose Archer Fighting Style, Two-Blade Fighting Style, Beast Mastery, Marauder Fighting Style, Hunter Fighting Style.

Hunter's Quarry

Minor action, designate nearest enemy you see as quarry; deal extra damage to quarry once per round.

Marauder Fighting Style

Gain Two-Weapon Defense feat, +1 bonus to speed when not using shield or two-handed weapon

Running Attack

+1 to attack rolls after moving 2+ squares with standard action attack allowing movement

Most Dangerous Prey

Add Wis mod to damage against humanoid quarry

Ruthless Action

Can spend action point to reroll attack against humanoid quarry

Feats

Master at Arms

+1/2/3 (by tier) to weapon attack rolls. Minor action: sheathe one weapon and draw one weapon

Two-Weapon Defense

+1 to AC and Reflex while holding a weapon in each hand

Improved Defenses

+1/2/3 bonus (by tier) to Fortitude, Reflex, and Will.

Lethal Hunter

Hunter's Quarry damage dice increase to d8s

Improved Initiative

+4 to initiative checks

Archery Mastery

Lose a ranger at-will attack power to gain a power granted by Expert Archer

Two-Blade Warrior

Ranger: training in one skill, wield one-handed weapon as off-hand weapon

Superior Reflexes

+2/3/4 (by tier) to Reflex. Gain combat advantage against all enemies during your first turn in an encounter.

Grazing Shot

You deal damage if your ranged basic attack misses

Khanzel Van de Mi'tilarro

Level 11 Wood Elf Ranger

HP	Score	Ability Mod	AC
75	19	4	25
Spd	STR	CON	FORT
7	13	1	23
Init	DEX	INT	REF
+14	21	0	25
	WIS	CHA	WILL
	15	2	20
	9	-1	

17 Passive Insight

25 Passive Perception

Player Name:

Clever Shot

At-Will ♦ Standard Action

Personal

By carefully judging your target's stance, you unleash a shot that sends the enemy tumbling.

Keyword: Martial

Effect: You make a ranged basic attack with a weapon. If the attack hits, the target is also subject to one of the following effects of your choice:

- * You slide the target up to 2 squares.
- * The target falls prone.
- * The target is slowed (save ends).

Additional Effects

Ranger Attack

Twin Strike

At-Will ♦ Standard Action

Moonbow Longbow +3: +17 vs. AC, 1d10+3 damage

Melee or Ranged Targets: One or two creatures

If the first attack doesn't kill it, the second one might.

Keywords: Martial, Weapon

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.

Additional Effects

+2d8 to damage once per round (Hunter's Quarry)
+2 to damage rolls against any humanoid target designated as your quarry - Most Dangerous Prey.

Ranger Attack 1

Skills

Acrobatics	Dexterity	• 15
Arcana	Intelligence	5
Athletics	Strength	• 14
Bluff	Charisma	4
Diplomacy	Charisma	4
Dungeoneering	Wisdom	7
Endurance	Constitution	6
Heal	Wisdom	• 12
History	Intelligence	5
Insight	Wisdom	7
Intimidate	Charisma	4
Nature	Wisdom	• 14
Perception	Wisdom	• 15
Religion	Intelligence	5
Stealth	Dexterity	• 16
Streetwise	Charisma	4
Thievery	Dexterity	10

• indicates a trained skill.

Melee Basic Attack

At-Will ♦ Standard Action

Moonclaw Longsword: +16 vs. AC, 1d8+6 damage

Sunblade Longsword +2: +16 vs. AC, 1d8+6 damage

Melee weapon Target: One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon

Attack: Strength vs. AC

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

Level 21: 2[W] + Str modifier (+4) damage.

Additional Effects

+2d8 to damage once per round (Hunter's Quarry)
+2 to damage rolls against any humanoid target designated as your quarry - Most Dangerous Prey.

Basic Attack

Evasive Strike

Encounter ♦ Standard Action

Moonbow Longbow +3: +17 vs. AC, 2d10+8 damage

Moonclaw Longsword: +16 vs. AC, 2d8+6 damage

Sunblade Longsword +2: +16 vs. AC, 2d8+6 damage

Melee or Ranged Target: One creature

You confound enemies by weaving through the battlefield unscathed as you make your attacks.

Keywords: Martial, Weapon

Special: You can shift a number of squares equal to 1 + your Wis modifier (+2) either before or after the attack.

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

Hit: 2[W] + Str modifier (+4) damage (melee) or 2[W] + Dex modifier (+5) damage (ranged).

Additional Effects

+2d8 to damage once per round (Hunter's Quarry)
+2 to damage rolls against any humanoid target designated as your quarry - Most Dangerous Prey.

Ranger Attack 1

Action Point

Base action points: 1

Ruthless Action: You can spend an action point to reroll any attack roll against a humanoid target designated as your quarry, instead of taking an extra action.



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

Ranged Basic Attack

At-Will ♦ Standard Action

Moonbow Longbow +3: +17 vs. AC, 1d10+8 damage

Ranged weapon Target: One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+5) damage.

Level 21: 2[W] + Dex modifier (+5) damage.

Additional Effects

+2d8 to damage once per round (Hunter's Quarry)
+2 to damage rolls against any humanoid target designated as your quarry - Most Dangerous Prey.

Basic Attack

Parting Strike

Encounter ♦ Standard Action

Moonclaw Longsword: +17 vs. AC, 2d8+7 damage

Sunblade Longsword +2: +17 vs. AC, 2d8+7 damage

Melee weapon Target: One creature

You slash your enemy across the legs and then withdraw, leaving your foe hobbled.

Keywords: Martial, Weapon

Attack: Dexterity vs. AC

Hit: 2[W] + Dex modifier (+5) damage, and the target is slowed until the end of your next turn.

Effect: After the attack, you shift your speed.

Additional Effects

+2d8 to damage once per round (Hunter's Quarry)
+2 to damage rolls against any humanoid target designated as your quarry - Most Dangerous Prey.

Ranger Attack 3

Used □

Spikes of the Manticore

Encounter ♦ Standard Action

Moonbow Longbow +3: +17 vs. AC, 2d10+8 damage

Ranged weapon

Targets: One or two creatures

You unleash two arrows in rapid succession.

Keywords: Martial, Weapon

Attack: Dexterity vs. AC, one attack per target

Hit: 2[W] + Dex modifier (+5) damage (first shot) and 1[W] + Dex modifier (+5) damage (second shot).

Additional Effects

+2d8 to damage once per round (Hunter's Quarry)
+2 to damage rolls against any humanoid target designated as your quarry - Most Dangerous Prey.

Ranger Attack 7

Used

Splintering Shot

Daily ♦ Standard Action

Moonbow Longbow +3: +17 vs. AC, 3d10+8 damage

Ranged weapon

Target: One creature

Your arrow burrows into flesh and shatters, sending splinters of wood deep into the wound.

Keywords: Martial, Weapon

Attack: Dexterity vs. AC

Hit: 3[W] + Dex modifier (+5) damage, and the target takes a -2 penalty to attack rolls until the end of the encounter.

Miss: Half damage, and the target takes a -1 penalty to attack rolls until the end of the encounter.

Additional Effects

+2d8 to damage once per round (Hunter's Quarry)
+2 to damage rolls against any humanoid target designated as your quarry - Most Dangerous Prey.

Ranger Attack 5

Used

Elven Accuracy

Encounter ♦ Free Action

Personal

With an instant of focus, you take careful aim at your foe and strike with the legendary accuracy of the elves.

Trigger: You make an attack roll and dislike the result.

Effect: Reroll the attack roll. Use the second roll, even if it's lower.

Additional Effects

Elf Racial Power

Used

Crippling Shot

Encounter ♦ Standard Action

Moonbow Longbow +3: +17 vs. Reflex, 1d10+8 damage

Moonclaw Longsword: +16 vs. Reflex, 1d8+6 damage

Sunblade Longsword +2: +16 vs. Reflex, 1d8+6 damage

Melee or **Ranged** weapon

Target: One creature

A blow to the vitals causes your victim to stagger and whimper in pain.

Keywords: Martial, Weapon

Attack: Strength vs. Reflex (melee) or Dexterity vs. Reflex (ranged)

Hit: 1[W] + Str modifier (+4) damage (melee) or 1[W] + Dex modifier (+5) damage (ranged), and the target is slowed until the end of your next turn. If the target is a humanoid, it is also weakened until the end of your next turn.

Additional Effects

+2d8 to damage once per round (Hunter's Quarry)
+2 to damage rolls against any humanoid target designated as your quarry - Most Dangerous Prey.

Ruthless Punisher Attack 11

Used

Springback Shot

Daily ♦ Immediate Interrupt

Moonbow Longbow +3: +17 vs. AC, 2d10+8 damage

Ranged weapon

Target: The triggering enemy

As an enemy rushes your position, you spring back suddenly and fire an arrow at it, discouraging it from approaching.

Keywords: Martial, Weapon

Trigger: An enemy moves during its turn to a square adjacent to you

Effect: Before the attack, you shift 2 squares and must not end the shift adjacent to the triggering enemy.

Attack: Dexterity vs. AC

Hit: 2[W] + Dex modifier (+5) damage.

Effect: The target is immobilized (save ends).

Additional Effects

+2d8 to damage once per round (Hunter's Quarry)
+2 to damage rolls against any humanoid target designated as your quarry - Most Dangerous Prey.

Ranger Attack 9

Used

Timely Dodge

Encounter ♦ Immediate Interrupt

Personal

Something out of the corner of your eye causes you to step out of the way of danger.

Trigger: An enemy targets you with an attack.

Effect: You shift up to half your speed. The triggering enemy can choose a new target for the attack if you are now out of range.

Prerequisite: You must be trained in Acrobatics.

Additional Effects

Acrobatics Utility 6

Used

Hunt's End

Daily ♦ Standard Action

Moonbow Longbow +3: +17 vs. AC, 3d10+8 damage

Moonclaw Longsword: +16 vs. AC, 3d8+6 damage

Sunblade Longsword +2: +16 vs. AC, 3d8+6 damage

Melee or **Ranged** weapon

Target: One bloodied creature

You carefully focus to make your attack spell your target's end.

Keywords: Martial, Weapon

Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged). If the target is your quarry, the attack can score a critical hit on a roll of 19–20.

Hit: 3[W] + Str modifier (+4) damage (melee) or 3[W] + Dex modifier (+5) damage (ranged).

Miss: Half damage.

Additional Effects

+2d8 to damage once per round (Hunter's Quarry)
+2 to damage rolls against any humanoid target designated as your quarry - Most Dangerous Prey.

Ranger Attack 1

Used

Hunter's Quarry

At-Will ♦ Minor Action

Effect: 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

Hunter's Quarry Power

Daily ♦ Minor Action

Area burst 2 within

10 squares

Thick roots emerge from the ground in response to your command, and your foes stumble as they try to slip through them.

Keywords: Primal, Zone

Effect: The burst creates a zone that lasts until the end of the encounter. The ground in the zone is difficult terrain for your enemies. When any enemy charges, its movement cannot include any square of the ground in the zone.

Additional Effects

Ranger Utility 2

Used

<p>Root Gate Daily ♦ Minor Action</p> <p>Close burst 10</p> <p><i>At your command, great roots threaded with primal power burrow through the ground around you, closing the space between two points on the battlefield.</i></p> <p>Keywords: Primal, Teleportation, Zone</p> <p>Effect: You create two zones, each one in an unoccupied square in the burst. The zones last until the end of the encounter. When you or any of your allies enters either of the zones, that character can teleport to the other zone as a free action, as long as the destination zone is unoccupied.</p> <p>Additional Effects</p>	<p>Sunleaf Leather Armor +3 Armor ♦ Level 12</p> <p>Armor Bonus: 2 Enhancement: +3 AC</p> <p>Properties</p> <p>Gain resist 5 radiant</p> <p>Power (Radiant) ♦ Daily (Free Action)</p> <p>You can use this power when an enemy hits you with an opportunity attack. Deal 2d10 + Dexterity modifier radiant damage to that enemy.</p>	<p>Bracers of Defense (paragon...) Arms Slot Item ♦ Level 17</p> <p>Power ♦ Daily (Immediate Interrupt)</p> <p><i>Trigger:</i> You are hit by a melee attack. <i>Effect:</i> Reduce the damage dealt to you by the attack by 20.</p>
<p>Ranger Utility 10 Used <input type="checkbox"/></p> <p>Sunblade Longsword +2 Weapon ♦ Level 9</p> <p>Damage: 1d8 Proficiency Bonus: 3 Properties: Versatile Enhancement: +2 attack rolls and damage rolls Critical: +1d6 damage per plus</p> <p>Properties</p> <p>This weapon can shed bright or dim light up to 20 squares. You control the brightness and range of the light.</p> <p>Power (Radiant) ♦ (Free Action)</p> <p>All damage dealt by this weapon is radiant damage. Another free action returns the damage to normal.</p> <p>Power (Radiant) ♦ Daily (Standard Action)</p> <p>You cause motes of light to burst out and attach to your enemies. Make an attack: Close burst 1; targets enemies; Strength vs. Reflex (apply a bonus to the attack roll equal to the weapon's enhancement bonus); on a hit, the target takes 1d8 radiant damage.</p>	<p>Amulet of Protection +1 Neck Slot Item ♦ Level 1</p> <p>Enhancement: +1 Fortitude, Reflex, and Will</p>	<p>Moonbow Longbow +3 Weapon ♦ Level 13</p> <p>Damage: 1d10 Proficiency Bonus: 2 Range: 20/40 Properties: Load Free Enhancement: +3 attack rolls and damage rolls Critical: +1d10 radiant damage per plus</p> <p>Property</p> <ul style="list-style-type: none"> ♦ Sehanine worshipers can use this weapon as an implement for divine and arcane powers. ♦ Weapon and implement attacks made with this weapon count as silvered. ♦ This weapon creates its own ammunition when drawn. It can still be used with ammunition, if desired. <p>Power ♦ (Minor Action)</p> <p>This weapon sheds bright light or dim light in a 5-square radius, or ceases to shed light.</p>
<p>Moonclaw Longsword Weapon ♦ Level 9</p> <p>Damage: 1d8 Proficiency Bonus: 3 Properties: Versatile Enhancement: +2 attack rolls and damage rolls Critical: +1d6 damage per plus, or +2d12 against shapechangers.</p> <p>Property</p> <ul style="list-style-type: none"> ♦ This weapon is silvered. ♦ You gain a +1 item bonus to all defenses against attacks made by shapechangers. <p>Power ♦ Daily (Free Action)</p> <p><i>Trigger:</i> You hit with a melee attack using this weapon. <i>Effect:</i> The target is dazed and cannot use powers that have the polymorph keyword (save ends both).</p>		