

Player Name Amy Meek

Karrion
Character Name
Tiefling
Race
Medium
Size
29
Age
Female
Gender
6'0"
Height
190 lbs.
Weight

2
Level
Ranger
Class

Paragon Path

Unaligned
Alignment

Epic Destiny

Dusk Wardens
Adventuring Company1,164
Total XP

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	3	1	

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
18	STR Strength	4	5
16	CON Constitution	3	4
17	DEX Dexterity	3	4
17	INT Intelligence	3	4
16	WIS Wisdom	3	4
16	CHA Charisma	3	4

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES SURGE VALUE	SURGES/DAY
33	16	8	9
CURRENT HIT POINTS		CURRENT SURGE USES	
SECOND WIND 1/ENCOUNTER		USED	
TEMPORARY HIT POINTS			
DEATH SAVING THROW FAILURES			
SAVING THROW MODS			
RESISTANCES Resist 6 Fire			
CURRENT CONDITIONS AND EFFECTS			

SKILLS

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

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
16	AC	11	5					

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	FORT	11	4	1				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	REF	11	3	1				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	WILL	11	3					

CONDITIONAL BONUSES

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Infernal Wrath - Use infernal wrath as an encounter

power.

Fire Resistance - Resist fire 5 + 1/2 level.**Bloodhunt** - +1 on attacks against bloodied foes.

CLASS / PATH / DESTINY FEATURES

Fighting Style - Choose Archer Fighting Style, Two-Blade

Fighting Style, Beast Mastery, Marauder Fighting Style,

Hunter Fighting Style.

Beast Mastery - Gain beast companion; give up Prime

Shot, no Archer or Two-Blade Fighting Style

Hunter's Quarry - Minor action, designate nearest enemy

you see as quarry; deal extra damage to quarry once per

round.

LANGUAGES KNOWN

Common, Elven

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
14	Passive Insight	10 +	4

20	Passive Perception	10 +	10
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SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Ranged Basic Attack - Longbow

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	1	3		2			

ABILITY: Melee Basic Attack - Spiked gauntlet

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	1	4		2			

DAMAGE WORKSPACE

ABILITY: Ranged Basic Attack - Longbow

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+3	3				

ABILITY: Melee Basic Attack - Spiked gauntlet

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+4	4				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
6	vs AC	Longbow	1d10+3
7	vs AC	Spiked gauntlet	1d6+4
8	vs AC	Spiked chain	2d4+4
5	vs AC	Unarmed (Melee)	1d4+4

FEATS

Weapon Proficiency (Spiked chain) - Gain proficiency

with the Spiked chain.

Fiendish Companion - Beast gains fey origin and other

benefits

COMPANION

Kaos - Level 2 Black panther with fur verging

HP

30

14

STR

AC

16

12

CON

Fort

13

16

DEX

Ref

15

6

INT

Will

14

14

WIS

6

CHA

Size: Medium

Vision: Low-light

Speed: 7

Trained Skills: Athletics,
Stealth

Claw; +6 vs. AC; 1d8 + Dexterity modifier damage.

Healing Surge Value: 7 (2 surges per day)

PLAY DATA **DUNGEONS & DRAGONS**

UTILITY POWER 

on

PLAY DATA 






AT-WILL POWER

Page 4ENCOUNTER SPECIAL 





AT-WILL POWER

Amy

Partnered Savaging

KEYWORDS			USED		
Beast, Martial					
Standard	*			Melee beast 1	
ACTION			RANGE		
6	vs	AC	One creature		
ATTACK	DEFENSE		TARGET		
Attack: Beast's attack bonus vs. AC Hit: 2[B] + beast's Strength modifier (+2) damage. Miss: Half damage. Effect: If the target is your quarry, you can shift 3 squares and make a basic attack against it. Unarmed: +6 attack, 2d8+2 damage					
ADDITIONAL EFFECTS					
+1d6 to damage once per round (Hunter's Quarry) +1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.					
CLASS		LEVEL	BOOK		
Ranger		1	MP		
DAILY POWER					

Obscured Avoidance

KEYWORDS			USED		
Minor			Personal		
ACTION			RANGE		
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER		<input type="checkbox"/> DAILY		
Requirement: You must be marked and have concealment from the creature that marked you Effect: The marked condition ends on you. Prerequisite: You must be trained in Stealth.					
ADDITIONAL EFFECTS					
CLASS		LEVEL	BOOK		
Stealth		2	PH3		
UTILITY POWER			