

Player Name April

Winter

Character Name
Longtooth Shifter

Medium

27

Female

5'10"

135

Unaligned

Silvanus

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Ranger

Level Class

Paragon Path

Epic Destiny

1,000

Total XP

Dusk Wardens

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
8	4	1	3

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
18	STR Strength	4	5
14	CON Constitution	2	3
18	DEX Dexterity	4	5
12	INT Intelligence	1	2
16	WIS Wisdom	3	4
10	CHA Charisma	0	1

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
40	20	10	8	
	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
5	Acrobatics	DEX	5	0	n/a
2	Arcana	INT	2	0	n/a
12	Athletics	STR	5	5	n/a
1	Bluff	CHA	1	0	n/a
1	Diplomacy	CHA	1	0	n/a
4	Dungeoneering	WIS	4	0	n/a
10	Endurance	CON	3	5	n/a
4	Heal	WIS	4	0	n/a
2	History	INT	2	0	n/a
4	Insight	WIS	4	0	n/a
1	Intimidate	CHA	1	0	n/a
9	Nature	WIS	4	5	n/a
9	Perception	WIS	4	5	n/a
2	Religion	INT	2	0	n/a
10	Stealth	DEX	5	5	n/a
1	Streetwise	CHA	1	0	n/a
5	Thievery	DEX	5	0	n/a

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
17	AC	11	6					

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
16	REF	11	4	1				

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Longtooth Shifting - Use longtooth shifting as an

encounter power

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.

LANGUAGES KNOWN

Common, Dwarven

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
14	Passive Insight	10	+

19	Passive Perception	10	+
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SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 8	1	4		3			

ABILITY: Melee Basic Attack - Dagger

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 8	1	4		3			

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Longsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+4	4				

ABILITY: Melee Basic Attack - Dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+4	4				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
8	vs AC	Longsword	1d8+4
8	vs AC	Dagger (Melee)	1d4+4
8	vs AC	Dagger (Range)	1d4+4
7	vs AC	Longbow	1d10+4

FEATS

Toughness - Gain 5 additional hit points per tier

Lethal Hunter - Hunter's Quarry damage dice increase to d8s

Wild Senses - Roll twice when following tracks, +3 to initiative

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Hunter's Quarry

Twin Strike

Shield of Blades

ENCOUNTER POWERS

Second Wind

Longtooth Shifting

Fox's Cunning

DAILY POWERS

Sure Shot

UTILITY POWERS

Begin the Hunt

OTHER EQUIPMENT

Adventurer's Kit

Leather Armor (E)

Longbow

Longsword (E)

Dagger (E)

COINS AND OTHER WEALTH

Money on hand: 14 gp

Stored money: 0 gp

Encumbrance: 56 / 180

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

WEAPON

WEAPON

WEAPON

WEAPON

ARMOR

ARMS

FEET

HANDS

HEAD

NECK

RING

RING

WAIST

Daily Item Powers Per Day

Heroic (1-10)

Milestone

Paragon (11-20)

Milestone

Epic (21-30)

Milestone

RITUALS / ALCHEMY

CHARACTER PORTRAIT

PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Auspicious Birth

I was born on the slopes of Mount Emberstare during an eclipse, when the moon turned as red as blood.

You substitute your highest ability score for Constitution to determine your initial hit points.

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

<h1 style="margin: 0;">Winter</h1>			
PLAYER NAME			
<h2 style="margin: 0;">April</h2>			
RACE	CLASS	LEVEL	
Longtooth Shifter	Ranger	2	


	SCORE	ABILITY	MOD
HP <div style="border: 1px solid black; border-radius: 50%; width: 60px; height: 60px; margin: 10px auto; display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; background-color: black; color: white; display: flex; align-items: center; justify-content: center;">40</div> </div>	<div style="border: 1px solid black; padding: 5px;">18</div>	STR	<div style="border: 1px solid black; padding: 5px;">+4</div>
AC <div style="border: 1px solid black; border-radius: 50%; width: 60px; height: 60px; margin: 10px auto; display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; background-color: black; color: white; display: flex; align-items: center; justify-content: center;">17</div> </div>	<div style="border: 1px solid black; padding: 5px;">14</div>	CON	<div style="border: 1px solid black; padding: 5px;">+2</div>
Spd <div style="border: 1px solid black; border-radius: 50%; width: 60px; height: 60px; margin: 10px auto; display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; background-color: black; color: white; display: flex; align-items: center; justify-content: center;">6</div> </div>	<div style="border: 1px solid black; padding: 5px;">18</div>	DEX	<div style="border: 1px solid black; padding: 5px;">+4</div>
Fort <div style="border: 1px solid black; border-radius: 50%; width: 60px; height: 60px; margin: 10px auto; display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; background-color: black; color: white; display: flex; align-items: center; justify-content: center;">16</div> </div>	<div style="border: 1px solid black; padding: 5px;">12</div>	INT	<div style="border: 1px solid black; padding: 5px;">+1</div>
Ref <div style="border: 1px solid black; border-radius: 50%; width: 60px; height: 60px; margin: 10px auto; display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; background-color: black; color: white; display: flex; align-items: center; justify-content: center;">16</div> </div>	<div style="border: 1px solid black; padding: 5px;">16</div>	WIS	<div style="border: 1px solid black; padding: 5px;">+3</div>
Init <div style="border: 1px solid black; border-radius: 50%; width: 60px; height: 60px; margin: 10px auto; display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; background-color: black; color: white; display: flex; align-items: center; justify-content: center;">+8</div> </div>	<div style="border: 1px solid black; padding: 5px;">10</div>	CHA	<div style="border: 1px solid black; padding: 5px;">+0</div>
Will <div style="border: 1px solid black; border-radius: 50%; width: 60px; height: 60px; margin: 10px auto; display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; background-color: black; color: white; display: flex; align-items: center; justify-content: center;">14</div> </div>			

<div style="border: 1px solid black; padding: 5px; display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin-right: 5px;">14</div> <div> Passive Insight </div> </div>	<div style="border: 1px solid black; padding: 5px; display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin-right: 5px;">19</div> <div> Passive Perception </div> </div>
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SKILLS		
5	Acrobatics	DEX
2	Arcana	INT
12	Athletics	STR (Trained)
1	Bluff	CHA
1	Diplomacy	CHA
4	Dungeoneering	WIS
10	Endurance	CON (Trained)
4	Heal	WIS
2	History	INT
4	Insight	WIS
1	Intimidate	CHA
9	Nature	WIS (Trained)
9	Perception	WIS (Trained)
2	Religion	INT
10	Stealth	DEX (Trained)
1	Streetwise	CHA
5	Thievery	DEX

ADDITIONAL EFFECTS





Action Point











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 PLAY DATA ENCOUNTER SPECIAL 

Second Wind				
KEYWORDS				USED
Standard			Personal	
ACTION			RANGE	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER		<input type="checkbox"/> DAILY	
<p>Effect: You spend a healing surge and regain 10 hit points. You gain a +2 bonus to all defenses until the start of your next turn.</p>				
ADDITIONAL EFFECTS				
CLASS	LEVEL	BOOK	PH	





Hunter's Quarry				USED					
KEYWORDS									
Minor									
ACTION			RANGE						
	vs								
ATTACK	DEFENSE	TARGET							
<p>You can designate the nearest enemy to you that you can see as your quarry.</p> <p>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.</p> <p>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.</p> <p>You can designate one enemy as your quarry at a time.</p> <p>Level : Hunter's Quarry Extra Damage</p> <p>1st–10th : +1d6</p> <p>11th–20th : +2d6</p> <p>21st–30th : +3d6</p>									
ADDITIONAL EFFECTS									
CLASS	LEVEL	★	BOOK	PH					





Twin Strike																				
KEYWORDS								USED												
Martial, Weapon																				
Standard	*		*		Melee or Ranged weapon															
ACTION			RANGE																	
8	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.																				
Longsword: +8 attack, 1d8+0 damage Dagger (Melee): +8 attack, 1d4+0 damage Dagger (Range): +8 attack, 1d4+0 damage																				
ADDITIONAL EFFECTS +1d8 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**

AT-WILL POWER

AT-WILL POWER

Shield of Blades									
KEYWORDS Martial, Weapon				USED					
Standard	*  	Melee weapon							
ACTION	 	RANGE							
8	vs	AC	One creature						
ATTACK	DEFENSE	TARGET							
Requirement: You must be wielding two melee weapons. Attack: Strength vs. AC Hit: 1[W] + Strength modifier (+4) damage, and you gain a +2 power bonus to AC until the end of your next turn. Level 21: 2[W] + Strength modifier (+4) damage.									
Longsword: +8 attack, 1d8+4 damage Dagger: +8 attack, 1d4+4 damage									
ADDITIONAL EFFECTS +1d8 to damage once per round (Hunter's Quarry)									
CLASS	Ranger	LEVEL	1	BOOK <i>PHS2</i>					
AT-DAWN POWER		DUNGEONS & DRAGONS							

Longtooth Shifting								
KEYWORDS			Healing	USED				
Minor			Personal					
ACTION			RANGE					
	vs							
ATTACK	DEFENSE		TARGET					
<p>Requirement: You must be bloodied.</p> <p>Effect: Until the end of the encounter, you gain a +2 bonus to damage rolls. In addition, while you are bloodied, you gain regeneration 2.</p> <p>Level 11: Regeneration 4.</p> <p>Level 21: Regeneration 6.</p> <p>Unarmed: +1 attack</p>								
ADDITIONAL EFFECTS								
CLASS	Racial Power		LEVEL	★ BOOK PH2				
ENCOUNTER POWER			DUNGEONS & DRAGONS					

Fox's Cunning								
KEYWORDS Martial, Weapon				USED				
Imm React	* 	* 	Melee or Ranged weapon					
ACTION			RANGE					
vs								
ATTACK	DEFENSE		TARGET					
<p>Trigger: An enemy makes a melee attack against you</p> <p>Attack: You can shift 1 square, then make a basic attack against the enemy.</p> <p>Special: Gain a power bonus to your basic attack roll equal to your Wisdom modifier (+3).</p>								
ADDITIONAL EFFECTS								
CLASS Ranger	LEVEL 1	BOOK <i>PH</i>						
ENCOUNTER POWER		DUNGEONS & DRAGONS						

Sure Shot

KEYWORDS		Martial, Weapon		USED	
Standard	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	Ranged weapon		
ACTION	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	RANGE		
8	vs	AC.	One creature		
ATTACK	DEFENSE		TARGET		
<p>Attack: Dexterity vs. AC. You can reroll the attack roll but must use the second result.</p> <p>Hit: 3[W] + Dexterity modifier (+4) damage. You can reroll each damage die once but must use the second result.</p> <p>Dagger: +8 attack, 3d4+4 damage</p>					
ADDITIONAL EFFECTS					
<p>+1d8 to damage once per round (Hunter's Quarry)</p> <p>+1 to attack rolls if none of your allies are closer to the target</p> <p>- Prime Shot.</p>					
CLASS	Ranger	LEVEL	1	BOOK	MP2
DAILY POWER			DUNGEONS & DRAGONS		

Begin the Hunt

KEYWORDS		Martial		USED	
No Action	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	Personal		
ACTION	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	RANGE		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER		<input checked="" type="checkbox"/> DAILY		
<p>Trigger: You roll initiative</p> <p>Effect: You gain a +2 bonus to the initiative check, and using your Hunter's Quarry, you designate one creature you can see as your quarry. You gain a +2 power bonus to attack rolls against that creature until it is no longer your quarry.</p>					
ADDITIONAL EFFECTS					
CLASS	Ranger	LEVEL	2	BOOK	MP2
UTILITY POWER			DUNGEONS & DRAGONS		