

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

April Maguire

5

Level

Winter
 Unaligned female Longtooth Shifter Ranger
 27 Age 5'10" Height 135 lbs. Weight Medium Size Silvanus Deity

5500

Total XP

7500

Defenses

Conditional Bonuses

Hit Points

Max HP (Bloodied)	57	Temp HP
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Current Hit Points

**Healing Surges**

Surge Value	Surges/Day
14	8

Current Conditions:

Combat Statistics and Senses

Initiative	9
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Conditional Modifiers:

Speed	6
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Passive Insight	16
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Passive Perception	21
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Special Senses: Low-light

Action Points

Action Points	Milestones	Action Points
<input type="text"/>	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**Current Conditions and Effects****Basic Attacks****Melee**

Magic Longsword +1

12	1d8+6
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Strength vs. AC

Damage

Ranged

Magic Handaxe +1

11	1d6+6
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Dexterity vs. AC

Damage

Languages

Common, Dwarven

**Abilities**

STR Strength	20	Check
CON Constitution	14	4
DEX Dexterity	18	6
INT Intelligence	12	3
WIS Wisdom	18	6
CHA Charisma	10	2

Skills

Acrobatics	Dexterity	6
Arcana	Intelligence	3
Athletics	Strength	✓ 14
Bluff	Charisma	2
Diplomacy	Charisma	2
Dungeoneering	Wisdom	6
Endurance	Constitution	✓ 11
Heal	Wisdom	6
History	Intelligence	3
Insight	Wisdom	6
Intimidate	Charisma	2
Nature	Wisdom	✓ 11
Perception	Wisdom	✓ 11
Religion	Intelligence	3
Stealth	Dexterity	✓ 11
Streetwise	Charisma	2
Thievery	Dexterity	6

April Maguire

Player Name

Winter

Character Name



Character Details

Background

Auspicious Birth

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Dusk Wardens

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Arms

Hands

Rings

Rings

Main Hand

Magic Longsword +1

Waist

Feet

Tattoo

Other Equipment

Longbow
Adventurer's Kit
Dagger

Total Weight (lbs.)

75

Carrying Capacity (lbs.)

Treasure

840 gp
0 gp banked

Normal

200

Heavy

400

Max

1000

April Maguire

Player Name

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Racial Features

Longtooth Shifting

Use longtooth shifting as an encounter power

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.

Prime Shot

If no allies are closer to target than you, get +1 on ranged attacks against that target.

Two-Blade Fighting Style

Wield one-handed weapon as off-hand weapon; gain Toughness as a bonus feat.

Feats

Lethal Hunter

Hunter's Quarry damage dice increase to d8s

Toughness

Gain 5 additional hit points, 10 at 11th, 15 at 21st

Wild Senses

Roll twice when following tracks, +3 to initiative

Master at Arms

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

Winter

Level 5 Longtooth Shifter Ranger

HP	Score	Ability Mod	AC
57	20	STR 5	19
Spd	14	CON 2	Fort 18
6	18	DEX 4	Ref 17
Init	12	INT 1	Will 16
+9	18	WIS 4	
	10	CHA 0	

16 Passive Insight

21 Passive Perception

Player Name: April Maguire

Melee Basic Attack

At-Will ♦ Standard Action

Magic Longsword +1: +12 vs. AC, 1d8+6 damage

Magic Handaxe +1: +11 vs. AC, 1d6+6 damage

Dagger: +11 vs. AC, 1d4+5 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 (+5) damage.

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

Additional Effects

+1d8 to damage once per round (Hunter's Quarry)

Basic Attack

Twin Strike

At-Will ♦ Standard Action

Magic Longsword +1: +12 vs. AC, 1d8+1 damage

Magic Handaxe +1: +10 vs. AC, 1d6+1 damage

Longbow: +9 vs. AC, 1d10+0 damage

Dagger: +10 vs. AC, 1d4+0 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

+1d8 to damage once per round (Hunter's Quarry)

Skills

Acrobatics	Dexterity	6
Arcana	Intelligence	3
Athletics	Strength	• 14
Bluff	Charisma	2
Diplomacy	Charisma	2
Dungeoneering	Wisdom	6
Endurance	Constitution	• 11
Heal	Wisdom	6
History	Intelligence	3
Insight	Wisdom	6
Intimidate	Charisma	2
Nature	Wisdom	• 11
Perception	Wisdom	• 11
Religion	Intelligence	3
Stealth	Dexterity	• 11
Streetwise	Charisma	2
Thievery	Dexterity	6

• indicates a trained skill.

Action Point

Base action points: 1



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

Shield of Blades

At-Will ♦ Standard Action

Magic Longsword +1: +12 vs. AC, 1d8+6 damage

Magic Handaxe +1: +11 vs. AC, 1d6+6 damage

Melee weapon **Target:** One creature

You defend with one weapon while striking with the other.

Keywords: Martial, Weapon

Requirement: You must be wielding two melee weapons.

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+5) damage, and you gain a +2 power bonus to AC until the end of your next turn.

Additional Effects

+1d8 to damage once per round (Hunter's Quarry)

Ranger Attack 1

Thundertusk Boar Strike

Encounter ♦ Standard Action

Magic Longsword +1: +12 vs. AC, 1d8+6 damage

Magic Handaxe +1: +10 vs. AC, 1d6+6 damage

Longbow: +9 vs. AC, 1d10+4 damage

Dagger: +10 vs. AC, 1d4+5 damage

Melee or Ranged **Targets:** One or two creatures

You attack twice, causing your foes to stagger backward.

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] + Str modifier (+5) damage (melee) or 1[W] + Dex modifier (+4) damage (ranged) per attack. With each hit, you push the target 1 square. If both attacks hit the same target, you push the target a number of squares equal to 1 + your Wis modifier (+4).

Additional Effects

+1d8 to damage once per round (Hunter's Quarry)

<h3>Sure Shot</h3> <p>Daily ♦ Standard Action</p> <p>Magic Handaxe +1: +10 vs. AC, 3d6+5 damage Longbow: +9 vs. AC, 3d10+4 damage Dagger: +10 vs. AC, 3d4+4 damage</p> <p>Ranged weapon Target: One creature</p> <p><i>You line up your shot with meticulous care to strike at your foe's vital organs.</i></p> <p>Keywords: Martial, Weapon</p> <p>Attack: Dexterity vs. AC. You can reroll the attack roll but must use the second result.</p> <p>Hit: 3[W] + Dex modifier (+4) damage. You can reroll each damage die once but must use the second result.</p> <p>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.</p>	<h3>Two-Wolf Pounce</h3> <p>Daily ♦ Standard Action</p> <p>Magic Longsword +1: +12 vs. AC, 2d8+6 damage Magic Handaxe +1: +11 vs. AC, 2d6+6 damage</p> <p>Melee weapon</p> <p><i>You set upon a foe with weapons bared, then weave to the side and deal a wound to another adversary.</i></p> <p>Keywords: Martial, Weapon</p> <p>Requirement: You must be wielding two melee weapons.</p> <p>Special: You can shift 2 squares before making this attack.</p> <p>Primary Target: One creature</p> <p>Attack: Strength vs. AC, two attacks (main weapon and off-hand weapon)</p> <p>Hit: 2[W] + Str modifier (+5) damage (main weapon) and 1[W] + Str modifier (+5) damage (off-hand weapon).</p> <p>Effect: After attacking the primary target, you can shift 2 squares and make a secondary attack.</p> <p>Secondary Target: One creature other than the primary target</p> <p>Secondary Attack: Strength vs. AC (off-hand weapon)</p> <p>Hit: 2[W] damage (off-hand weapon).</p> <p>Additional Effects +1d8 to damage once per round (Hunter's Quarry)</p>	<h3>Hunter's Quarry</h3> <p>At-Will ♦ Minor Action</p> <p>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.</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> <table border="1"> <thead> <tr> <th>Level</th> <th>Hunter's Quarry Extra Damage</th> </tr> </thead> <tbody> <tr> <td>1st-10th</td> <td>+1d6</td> </tr> <tr> <td>11th-20th</td> <td>+2d6</td> </tr> <tr> <td>21st-30th</td> <td>+3d6</td> </tr> </tbody> </table> <p>Additional Effects</p>	Level	Hunter's Quarry Extra Damage	1st-10th	+1d6	11th-20th	+2d6	21st-30th	+3d6
Level	Hunter's Quarry Extra Damage									
1st-10th	+1d6									
11th-20th	+2d6									
21st-30th	+3d6									
<p>Ranger Attack 1 Used <input type="checkbox"/></p> <h3>Longtooth Shifting</h3> <p>Encounter ♦ Minor Action</p> <p>Unarmed:</p> <p>Personal</p> <p><i>You unleash the beast within and take on a savage countenance.</i></p> <p>Keyword: Healing</p> <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>Additional Effects</p>	<p>Ranger Attack 5 Used <input type="checkbox"/></p> <h3>Begin the Hunt</h3> <p>Daily ♦ No Action</p> <p>Personal</p> <p><i>You quickly identify your prey and ready yourself to attack it.</i></p> <p>Keyword: Martial</p> <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> <p>Additional Effects</p>	<p>Hunter's Quarry Power</p> <h3>Magic Handaxe +1</h3> <p>Weapon ♦ Level 1</p> <p>Damage: 1d6 Proficiency Bonus: 2 Range: 5/10 Properties: Off-Hand, Heavy Thrown Enhancement: +1 attack rolls and damage rolls Critical: +1d6 damage per plus</p>								
<p>Longtooth Shifter Racial Power Used <input type="checkbox"/></p> <h3>Magic Leather Armor +1</h3> <p>Armor ♦ Level 1</p> <p>Armor Bonus: 2 Enhancement: +1 AC</p>	<p>Ranger Utility 2 Used <input type="checkbox"/></p> <h3>Magic Longsword +1</h3> <p>Weapon ♦ Level 1</p> <p>Damage: 1d8 Proficiency Bonus: 3 Properties: Versatile Enhancement: +1 attack rolls and damage rolls Critical: +1d6 damage per plus</p>									