

Player Name Amy Meek

Karrion 1 Ranger Paragon Path Epic Destiny 763
Character Name Level Class
Tiefling Medium 29 Female 6'0" 190 lbs. Unaligned Dusk Wardens
Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
3	3		

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
16	CON Constitution	3	3
17	DEX Dexterity	3	3
17	INT Intelligence	3	3
16	WIS Wisdom	3	3
16	CHA Charisma	3	3

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Insight	10 +	3

19	Passive Perception	10 +	9
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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
+ 5	0	3		2			

ABILITY: Melee Basic Attack - Spiked gauntlet

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	0	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
5	vs AC	Longbow	1d10+3
6	vs AC	Spiked gauntlet	1d6+4
7	vs AC	Spiked chain	2d4+4
4	vs AC	Unarmed (Melee)	1d4+4

FEATS

Weapon Proficiency (Spiked chain) - Gain proficiency

with the Spiked chain.

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES SURGE VALUE	SURGES/DAY
28	14	7	9

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES	Resist 5 Fire
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CURRENT CONDITIONS AND EFFECTS

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

SKILLS

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

COMPANION

Kaos - Level 1 Black panther with fur verging

HP

22

14

STR

12

CON

16

DEX

6

INT

14

WIS

6

CHA

AC

15

Fort

12

Ref

14

Will

13

Size: Medium

Vision: Low-light

Speed: 7

Trained Skills: Athletics,
Stealth

Claw; +5 vs. AC; 1d8 + Dexterity modifier damage.

Healing Surge Value: 5 (2 surges per day)

CHARACTER NAME
Karrion

PLAYER NAME
Amy Meek

RACE **Tiefling** CLASS **Ranger** LEVEL **1**

	SCORE	ABILITY	MOD
HP	28	STR	+4
Spd	6	DEX	+3
Init	+3	INT	+3
		WIS	+3
		CHA	+3

AC **15**

Fort **15**

Ref **14**

Will **13**

13 Passive Insight **19** Passive Perception

PLAY DATA

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

Standard Personal

ACTION **RANGE**

☐ AT-WILL ☒ ENCOUNTER ☐ DAILY

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*

UTILITY POWER

DUNGEONS & DRAGONS

Twin Strike

KEYWORDS Martial, Weapon

Standard Melee or Ranged weapon

ACTION **RANGE**

5 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.

Longbow: +5 attack, 1d10+0 damage

ADDITIONAL EFFECTS
 +1d6 to damage once per round (Hunter's Quarry)
 +1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

CLASS **Ranger** LEVEL **1** BOOK *PH*

AT-WILL POWER

DUNGEONS & DRAGONS

Skills

3	Acrobatics	DEX
3	Arcana	INT
4	Athletics	STR
5	Bluff	CHA
3	Diplomacy	CHA
8	Dungeoneering	WIS (Trained)
3	Endurance	CON
8	Heal	WIS (Trained)
3	History	INT
3	Insight	WIS
3	Intimidate	CHA
9	Nature	WIS (Trained)
9	Perception	WIS (Trained)
3	Religion	INT
10	Stealth	DEX (Trained)
3	Streetwise	CHA
3	Thievery	DEX

ADDITIONAL EFFECTS

PLAY DATA

DUNGEONS & DRAGONS

Hunter's Quarry

KEYWORDS

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. 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

DUNGEONS & DRAGONS

Infernal Wrath

KEYWORDS

Minor

ACTION **RANGE**

vs

ATTACK **DEFENSE** **TARGET**

Effect: You can channel your fury to gain a +1 power bonus to your next attack roll against an enemy that hit you since your last turn. If your attack hits and deals damage, add your Charisma modifier (+3) as extra damage.

ADDITIONAL EFFECTS

CLASS **Racial Power** LEVEL * BOOK *PH*

ENCOUNTER POWER

DUNGEONS & DRAGONS

Action Point

ADDITIONAL EFFECTS

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

DUNGEONS & DRAGONS

Predator Strike

KEYWORDS Beast, Martial

Standard Melee beast 1

ACTION **RANGE**

5 vs **AC** One creature adjacent to you

ATTACK **DEFENSE** **TARGET**

Attack: Beast's attack bonus vs. AC
Hit: 1[B] + beast's Strength modifier (+2) + your Wisdom modifier (+3) damage.
 Increase damage to 2[B] + beast's Strength modifier (+2) + your Wisdom modifier (+3) at 21st level.

Unarmed: +5 attack, 1d8+5 damage

ADDITIONAL EFFECTS
 +1d6 to damage once per round (Hunter's Quarry)
 +1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

CLASS **Ranger** LEVEL **1** BOOK *MP*

AT-WILL POWER

DUNGEONS & DRAGONS

Enclose the Prey

KEYWORDS Beast, Martial, Weapon

Standard Melee weapon (beast 1)

ACTION **RANGE**

6 vs **AC** See below

ATTACK **DEFENSE** **TARGET**

Target: One creature designated as your quarry
Effect: Before the attack, both you and your beast companion can shift 2 squares.
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+4) damage.
Beast: If your companion is a cat, a spider, or a wolf, the attack deals extra damage equal to your Wisdom modifier (+3).





Spiked gauntlet: +6 attack, 2d6+7 damage

ADDITIONAL EFFECTS
 +1d6 to damage once per round (Hunter's Quarry)
 +1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

CLASS **Ranger** LEVEL **1** BOOK *MP*

ENCOUNTER POWER

DUNGEONS & DRAGONS

Partnered Savaging				
KEYWORDS				USED
Beast, Martial				
Standard	*			Melee beast 1
ACTION				
5	vs	AC	One creature	
ATTACK	DEFENSE		TARGET	
<p>Attack: Beast's attack bonus vs. AC</p> <p>Hit: 2[B] + beast's Strength modifier (+2) damage.</p> <p>Miss: Half damage.</p> <p>Effect: If the target is your quarry, you can shift 3 squares and make a basic attack against it.</p> <p>Unarmed: +5 attack, 2d8+2 damage</p>				
ADDITIONAL EFFECTS				
+1d6 to damage once per round (Hunter's Quarry)				
+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.				
CLASS	Ranger		LEVEL	1
			BOOK	MP
DAILY POWER			