

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

Amy Meek

11

Level

Karrion Kalamae

Unaligned female Tiefling Ranger

29	6'0"	190 lbs.	Medium
Age	Height	Weight	Size

Mielikki
Deity

26000

Total XP

32000

Defenses

24	22	22	19
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP (Bloodied)	79	Temp HP
------------------------------	-----------	---------

Current Hit Points

Healing Surges

Surge Value	Surges/Day
19	9

Current Conditions:

Combat Statistics and Senses

Initiative	12
Conditional Modifiers:	
Speed	6
Passive Insight	18
Passive Perception	24

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

+2 Saving Throws against effects with the poison keyword and effects that render you weakened, slowed, or immobilized

Resistances/Vulnerabilities

Resist 10 Fire

Current Conditions and Effects

Basic Attacks

Melee

Withering Spiked chain +3

18

2d4+8

Strength vs. AC

Damage

Ranged

Sid Vicious Longbow +1

15

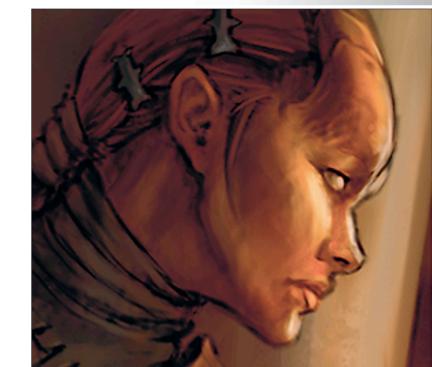
1d10+6

Dexterity vs. AC

Damage

Languages

Common, Elven



Abilities

STR Strength	20	Check
CON Constitution	17	8
DEX Dexterity	20	10
INT Intelligence	19	9
WIS Wisdom	17	8
CHA Charisma	17	8

Skills

Acrobatics	Dexterity	✓	16
Arcana	Intelligence		9
Athletics	Strength	✓	15
Bluff	Charisma		10
Diplomacy	Charisma		8
Dungeoneering	Wisdom	✓	13
Endurance	Constitution		8
Heal	Wisdom		8
History	Intelligence		9
Insight	Wisdom		8
Intimidate	Charisma		8
Nature	Wisdom	✓	14
Perception	Wisdom	✓	14
Religion	Intelligence		9
Stealth	Dexterity	✓	17
Streetwise	Charisma		8
Thievery	Dexterity		10

Amy Meek

Player Name

Karrion Kalamae

Character Name



Character Details

Background

Forest Warden

Theme

Animal Master

Mannerisms and Appearance

A towering amazon with a grim demeanor, she is often stoic with a killing stare.

Personality Traits

Often rejected and mistreated by people for her race and appearance, Karrion has grown reserved and quick to anger. She much prefers the company of animals to people and enjoys the peace of solitude. She is closest to her sister.

Adventuring Company

Dusk Wardens

Companions and Allies

Spirit Companion: Kaos, pet otter: Mycroft, sister: Kallista

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

BC Penis Amulet of Physical...

Arms

Hands

Rings

Rings

Main Hand

Withering Spiked chain +3

Off Hand

Waist

Armor

Battle Harness Leather Armor +2

Feet

Acrobat Boots

Tattoo

Ki Focus

Other Equipment

Lightning Spiked chain +1
Sid Vicious Longbow +1
Potion of Healing
Adventurer's Kit
Spiked gauntlet (2)
Arrows (150)
Eternal Chalk

Total Weight (lbs.)

93

Carrying Capacity (lbs.)

Treasure

295 gp
0 gp banked

Normal

200

Heavy

400

Max

1000

Amy Meek

Player Name

Karrion Kalamae

Character Name



Racial Features

Bloodhunt

+1 on attacks against bloodied foes.

Fire Resistance

Resist fire 5 + 1/2 level.

Infernal Wrath

You have the infernal wrath power

Class/Other Features

Animal Master Starting Feature

Gain the Distracting Attack encounter power. Choose an animal minion; it may take a move action when you do, and use a power only on your turn

Cat

Gain a Cat animal minion

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

Animal Master Level 5 Feature

You may find and train a new animal minion at the end of any extended rest. You may only have 1 animal minion at a time

Animal Master Level 10 Feature

+2 to Bluff checks, Diplomacy checks, Insight checks, and Intimidate checks made against natural beasts

Calling Souls to Battle

Redeemer's Reward

Feats

Lethal Hunter

Hunter's Quarry damage dice increase to d8s

Two-Weapon Defense

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

Weapon Proficiency (Spiked chain)

Gain proficiency with the Spiked chain.

Spirit Talker

Shaman: Nature skill, call spirit companion, spirit's fangs or spirit's shield 1/encounter, speak with spirits 1/day

Master at Arms

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

Mending Spirit

Gain healing spirit power, 1/encounter

Resilient Spirit

+2 to defenses for spirit companion

Secrets of Belial

Karrion Kalamae

Level 11 Tiefling Ranger

HP	79	Score	Ability Mod	AC
Spd	6	20	STR 5	24
Init	+12	17	CON 3	Fort 22
		20	DEX 5	Ref 22
		19	INT 4	Will 19
		17	WIS 3	
		17	CHA 3	

18 Passive Insight

24 Passive Perception

Player Name: Amy Meek

Melee Basic Attack

At-Will ♦ Standard Action

Withering Spiked chain +3: +18 vs. AC, 2d4+8 damage

Lightning Spiked chain +1: +16 vs. AC, 2d4+6 damage

Spiked gauntlet: +14 vs. AC, 1d6+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

+2d8 to damage once per round (Hunter's Quarry)
+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

Basic Attack

Twin Strike

At-Will ♦ Standard Action

Sid Vicious Longbow +1: +15 vs. AC, 1d10+1 damage

Melee or Ranged weapon **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)
+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

Skills

Acrobatics	Dexterity	• 16
Arcana	Intelligence	9
Athletics	Strength	• 15
Bluff	Charisma	10
Diplomacy	Charisma	8
Dungeoneering	Wisdom	• 13
Endurance	Constitution	8
Heal	Wisdom	8
History	Intelligence	9
Insight	Wisdom	8
Intimidate	Charisma	8
Nature	Wisdom	• 14
Perception	Wisdom	• 14
Religion	Intelligence	9
Stealth	Dexterity	• 17
Streetwise	Charisma	8
Thievery	Dexterity	10

• indicates a trained skill.

Ranged Basic Attack

At-Will ♦ Standard Action

Sid Vicious Longbow +1: +15 vs. AC, 1d10+6 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)
+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

Basic Attack

Distracting Attack

Encounter ♦ Minor Action

Close burst 5 **Target:** One enemy in the burst

At your command, your animal friend darts forward to bite, rake, or peck at your foe.

Keyword: Martial

Requirement: Your animal minion must be within 5 squares of you.

Effect: You gain combat advantage against the target until the end of your turn.

Additional Effects

Action Point

Base action points: 1

Calling Souls to Battle: You can spend an action point to teleport yourself and up to five willing allies that you can see to any squares adjacent to a single enemy within 10 squares that you can see. Each teleported character gains combat advantage against that enemy until the end of your next turn.



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

Marauder's Rush

At-Will ♦ Standard Action

Withering Spiked chain +3: +18 vs. AC, 2d4+11 damage

Lightning Spiked chain +1: +16 vs. AC, 2d4+9 damage

Spiked gauntlet: +14 vs. AC, 1d6+8 damage

Melee weapon **Target:** One creature

You rush forward, trusting instinct to guide your attack.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+5) + Wis modifier (+3) damage.

Special: When charging, you can use this power in place of a melee basic attack.

Additional Effects

+2d8 to damage once per round (Hunter's Quarry)
+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

Ranger Attack 1

Dire Wolverine Strike

Encounter ♦ Standard Action

Close burst 1

Target: Each enemy in the burst you can see

Enemies surround you—much to their chagrin, as you slash them to pieces with the ferocity of a wounded dire wolverine.

Keywords: Martial, Weapon

Requirement: You must be wielding two melee weapons.

Attack: Strength vs. AC

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

Additional Effects

+2d8 to damage once per round (Hunter's Quarry)

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

Thundertusk Boar Strike

Encounter ♦ Standard Action

Sid Vicious Longbow +1: +15 vs. AC, 1d10+6 damage

Melee or Ranged weapon **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 (+5) 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 (+3).

Additional Effects

+2d8 to damage once per round (Hunter's Quarry)
+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

Ranger Attack 3

Used

Boar Assault

Daily ♦ Standard Action

Withering Spiked chain +3: +18 vs. AC, 4d4+8 damage

Lightning Spiked chain +1: +16 vs. AC, 4d4+6 damage

Spiked gauntlet: +14 vs. AC, 2d6+5 damage

Melee or Ranged weapon **Target:** One creature

Each successful attack against your foe increases your tenacity.

Keywords: Martial, Weapon

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

Hit: 2[W] + Str modifier (+5) damage (melee) or 2[W] + Dex modifier (+5) damage (ranged), and you gain temporary hit points equal to your Wis modifier (+3).

Miss: Half damage.

Effect: Until the target is reduced to 0 hit points, you gain temporary hit points equal to your Wis modifier (+3) each time you hit the target.

Additional Effects

+2d8 to damage once per round (Hunter's Quarry)
+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

Ranger Attack 1

Used

Healing Spirit

Encounter (Special) ♦ Minor Action

Unarmed:

Close burst 5 **Target:** You or one ally in the burst

You call to the spirits on behalf of a wounded ally, closing wounds and filling your ally with vigor.

Keywords: Healing, Primal

Effect: The target can spend a healing surge. If the target does so, one ally adjacent to your spirit companion, other than the target, regains 1d6 hit points.
Level 11: 3d6 hit points.

Additional Effects

+1 Racial bonus to attack rolls against

Sweeping Whirlwind

Encounter ♦ Standard Action

Close burst 1

Target: Each enemy in the burst

You slash and stab at surrounding foes with unbound fury, knocking them off balance with thrusts and leg sweeps.

Keywords: Martial, Weapon

Requirement: You must be wielding two melee weapons.

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+5) damage, and you push the target a number of squares equal to your Wis modifier (+3) and it is knocked prone.

Additional Effects

Ranger Attack 7

Your Doom Awaits

Encounter ♦ Standard Action

Unarmed: +10 vs. Will, 3d10+5 damage

Close burst 3

The spirits speak to the souls of your foes, uttering words of the damnation that lies ahead for them.

Keywords: Fear, Implement, Primal, Psychic

Attack: Strength or Wisdom vs. Will

Hit: 3d10 + Str modifier (+5) or Wis modifier (+3) psychic damage, and the target is dazed until the end of its next turn.

Additional Effects

+2d8 to damage once per round (Hunter's Quarry)
+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

Redeemer of the Damned Attack 11 Used

Snarling Wolf Stance

Daily ♦ Minor Action

Personal

Like an animal backed into a corner, you become deadlier in your desperation.

Keywords: Martial, Stance

Effect: Until the stance ends, whenever an enemy hits or misses you with a close or a melee attack, you can make a melee basic attack against it as an immediate reaction. You can then shift 3 squares but must not end the shift adjacent to any enemy.

Additional Effects

Ranger Attack 5

Invigorating...

Daily ♦ Standard Action

Sid Vicious Longbow +1: +15 vs. AC, 3d10+6 damage

Ranged weapon

Target: One creature designated as your quarry

Each strike you deliver against your quarry bolsters you.

Keywords: Martial, Weapon

Attack: Dexterity vs. AC

Hit: 3[W] + Dex modifier (+5) damage.

Miss: Half damage.

Effect: Until the target is no longer your quarry, whenever you hit the target with a melee attack, you gain temporary hit points equal to 5 + your Wis modifier (+3).

Additional Effects

+2d8 to damage once per round (Hunter's Quarry)
+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

Ranger Attack 9

Used

Call Spirit Companion

At-Will ♦ Standard Action

Close burst 20

Your soul reaches out to your spirit friend, which faithfully appears at your side.

Keywords: Conjunction, Primal

Requirement: Your spirit companion must not be present.

Effect: You conjure your spirit companion in an unoccupied square in the burst. The spirit lasts until you fall unconscious or until you dismiss it as a minor action. The spirit occupies 1 square. Enemies cannot move through its space, but allies can. When you take a move action, you can also move the spirit a number of squares equal to your speed.

The spirit can be targeted by melee or ranged attacks, although it lacks hit points. If a single melee or ranged attack deals damage to the spirit equal to 10 + one-half your level or higher, the spirit disappears, and you take damage equal to 5 + one-half your level. Otherwise, the spirit is unaffected by the attack.

Additional Effects

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

<h3>Infernal Wrath</h3> <p>Encounter ♦ Free Action</p> <p>Close burst 10 Target: The triggering enemy in the burst</p> <p>You call upon the hellfire burning in your soul to punish your enemy.</p> <p>Keyword: Fire</p> <p>Trigger: An enemy within 10 squares of you hits you.</p> <p>Effect: The target takes 1d6 + Int modifier (+4) or Cha modifier (+3) fire damage. Level 11: 2d6 + Int modifier (+4) or Cha modifier (+3) fire damage.</p> <hr/> <p>Additional Effects</p>	<h3>Spirit's Fangs</h3> <p>Encounter ♦ Opportunity Action</p> <p>Unarmed: +8 vs. Reflex, 1d10+3 damage</p> <p>Melee spirit 1 Target: The triggering enemy</p> <p>When an enemy drops its guard, your spirit companion leaps on it, claws and fangs bared.</p> <p>Keywords: Implement, Primal, Spirit</p> <p>Trigger: An enemy leaves a square adjacent to your spirit companion without shifting</p> <p>Attack: Wisdom vs. Reflex</p> <p>Hit: 1d10 + Wis modifier (+3) damage.</p> <hr/> <p>Additional Effects +2d8 to damage once per round (Hunter's Quarry) +1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.</p>	<h3>Hunter's Thorn Trap</h3> <p>Encounter ♦ Minor Action</p> <p>Ranged 10 Target: One square</p> <p>Your primal magic forms invisible thorns that lurk just below the surface of the ground. When a foe steps on their location, they erupt to rend and tear flesh.</p> <p>Keywords: Primal, Zone</p> <p>Effect: The target becomes a zone that lasts until the end of the encounter or until an enemy enters it. Without a Perception check (DC 10 + your level + your Wis modifier (+3)), your enemies notice neither the zone nor your use of this power. When an enemy enters the zone, the enemy takes 5 + your Wis modifier (+3) damage, and it is immobilized until the end of your next turn.</p> <hr/> <p>Additional Effects</p>
<p>Tiefling Racial Power</p> <p>Used <input type="checkbox"/></p> <h3>Speak with Spirits</h3> <p>Daily ♦ Minor Action</p> <p>Personal</p> <p>You commune with the spirits, letting them guide your words and actions.</p> <p>Keyword: Primal</p> <p>Effect: During this turn, you gain a bonus to your next skill check equal to your Wis modifier (+3).</p> <hr/> <p>Additional Effects</p>	<p>Shaman Feature</p> <p>Used <input type="checkbox"/></p> <h3>Stalker's Mist</h3> <p>Daily ♦ Minor Action</p> <p>Area burst 1 within 10 squares</p> <p>A thick fog settles over the area, blocking sight and muffling sound. Though the fog confounds other creatures, you can see through it with ease.</p> <p>Keywords: Primal, Zone</p> <p>Effect: The burst creates a zone that lasts until the end of the encounter. Squares in the zone are heavily obscured to your enemies.</p> <p>Move Action: You move the zone up to 5 squares.</p> <hr/> <p>Additional Effects</p>	<p>Ranger Utility 10</p> <p>Used <input type="checkbox"/></p> <h3>Leaf Wall</h3> <p>Daily ♦ Minor Action</p> <p>Area wall 5 within 10 squares</p> <p>Wind spirits hurl tempests of leaves in a swirling mass that disorients enemies while concealing your allies.</p> <p>Keywords: Conjunction, Primal</p> <p>Effect: You conjure a leafy wall that lasts until the end of the encounter. The wall can be up to 4 squares high and must be on a solid surface. You or any ally has partial concealment while in the wall. Enemies grant combat advantage while in the wall or adjacent to it.</p> <hr/> <p>Additional Effects</p>
<p>Shaman Feature</p> <p>Used <input type="checkbox"/></p> <h3>Lightning Spiked chain +1</h3> <p>Weapon ♦ Level 5</p> <p>Damage: 2d4</p> <p>Proficiency Bonus: 3</p> <p>Properties: Reach</p> <p>Enhancement: +1 attack rolls and damage rolls</p> <p>Critical: +1d6 lightning damage per plus</p> <p>Power (Lightning) ♦ (Free Action)</p> <p>All damage dealt by this weapon is lightning damage. Another free action returns the damage to normal.</p> <p>Power (Lightning) ♦ Daily (Free Action)</p> <p>Use this power when you hit with the weapon. The target and each enemy within 2 squares of the target take 1d6 lightning damage.</p>	<p>Ranger Utility 2</p> <p>Used <input type="checkbox"/></p> <h3>Withering Spiked chain +3</h3> <p>Weapon ♦ Level 13</p> <p>Damage: 2d4</p> <p>Proficiency Bonus: 3</p> <p>Properties: Reach</p> <p>Enhancement: +3 attack rolls and damage rolls</p> <p>Critical: +1d6 damage per plus</p> <p>Properties</p> <p>Each time you hit with this weapon in melee, your target takes a cumulative -1 penalty to AC. The target can make a saving throw to end the entire penalty, but it can receive the penalty again with future attacks.</p>	<p>Multiple Class Utility 6</p> <p>Used <input type="checkbox"/></p> <h3>Sid Vicious Longbow +1</h3> <p>Weapon ♦ Level 2</p> <p>Damage: 1d10</p> <p>Proficiency Bonus: 2</p> <p>Range: 20/40</p> <p>Properties: Load Free</p> <p>Enhancement: +1 attack rolls and damage rolls</p> <p>Critical: +1d12 damage per plus</p>

Battle Harness Leather...

Armor ♦ Level 9

Armor Bonus: 2**Enhancement:** +2 AC**Property**

- ♦ As a free action, you can draw a sheathed weapon or retrieve a stowed item.
- ♦ You gain a power bonus to initiative equal to the item's enhancement bonus.

Potion of Healing

Consumable ♦ Level 5

Power (Healing) ♦ Consumable (Minor Action)

Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

Acrobat Boots

Feet Slot Item ♦ Level 2

Properties

You gain a +1 item bonus to Acrobatics checks.

Power ♦ At-Will (Minor Action)

You stand up from prone.

Eternal Chalk

Wondrous Item ♦ Level 1

Properties

A stick of eternal chalk never breaks or wears down with normal use. Any writing or drawing made with this chalk cannot be erased for one week by anyone except the original artist or author.

A stick of eternal chalk can be created in any color.

BC Penis Amulet of Physical...

Neck Slot Item ♦ Level 2

Enhancement: +1 Fortitude, Reflex, and Will**Properties**

Gain a +2 item bonus to saving throws against effects with the poison keyword and effects that render you weakened, slowed, or immobilized.