

Player Name

Avyuirne 1 Ranger Paragon Path Epic Destiny Total XP 0
 Character Name Level Class Alignment Adventuring Company RPGA Number
 Eladrin Medium Female Unaligned
 Race Size Age Gender Height Weight Alignment Deity

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	4		

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
17	AC	10	7					

CONDITIONAL BONUS

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

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

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

CONDITIONAL BONUS

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

CONDITIONAL BONUS

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

CONDITIONAL BONUS

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
11	Passive Insight	10	+ 1
11	Passive Perception	10	+ 1

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 3	0	3					

ABILITY: Ranged Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 4	0	4					

ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

- Trance** - Meditate aware 4 hours instead of sleep.
- Eladrin Weapon Proficiency** - Proficient with longsword.
- Eladrin Education** - Training in any one additional skill.
- Eladrin Will** - +1 Will; +5 to saving throws against charm.
- Fey Step** - Use fey step as an encounter power.
- Fey Origin** - Your origin is fey, not natural

CLASS / PATH / DESTINY FEATURES

- Fighting Style** - Choose Archer Fighting Style or Two-Blade 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, Elven

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	
		SURGE VALUE	SURGES/DAY
28	14	7	6
	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 +5 Racial bonus against charm effects

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+3	3				

ABILITY: Ranged Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+4	4				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
6	vs AC	Longsword	1d8+3
6	vs AC	Short sword	1d6+3
3	vs AC	Unarmed (Melee)	1d4+3
4	vs AC	Unarmed (Range)	1d4+4

FEATS

- Toughness** - Gain 5 additional hit points per tier
- Blade Opportunist** - +2 to opportunity attacks with heavy blade or light blade

SKILLS

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

Avyuirne

PLAYER NAME

RACE Eladrin CLASS Ranger LEVEL 1

HP 28	16 STR	AC 17
Spd 6	11 CON	Fort 14
Init +4	18 DEX	Ref 15
	12 INT	Will 12
	12 WIS	
	9 CHA	
11 Passive Insight	11 Passive Perception	



Second Wind

KEYWORDS	USED
Standard	Personal
ACTION	RANGE
vs	Self
ATTACK	DEFENSE
	TARGET

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

PLAY DATA



ENCOUNTER SPECIAL



ENCOUNTER ACTION



Hunter's Quarry

KEYWORDS	USED
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. The extra damage is 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



Twin Strike

KEYWORDS	Martial, Weapon	USED
Standard	* + * *	Melee or Ranged weapon
ACTION	RANGE	
6 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: +6 attack, 1d8 damage
Short sword: +6 attack, 1d6 damage

ADDITIONAL EFFECTS

+1d6 to damage once per round (Hunter's Quarry)

CLASS Ranger LEVEL 1 BOOK PH

AT-WILL POWER



Careful Attack

KEYWORDS	Martial, Weapon	USED
Standard	* + * *	Melee or Ranged weapon
ACTION	RANGE	
8 vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding two melee weapons or a ranged weapon.

Attack: Strength + 2 vs. AC (melee) or Dexterity + 2 vs. AC (ranged).

Hit: 1[W] damage (melee) or 1[W] damage (ranged).

Increase damage to 2[W] (melee) or 2[W] (ranged) at 21st level.

Longsword: +8 attack, 1d8 damage
Short sword: +8 attack, 1d6 damage

ADDITIONAL EFFECTS

+1d6 to damage once per round (Hunter's Quarry)

CLASS Ranger LEVEL 1 BOOK PH

AT-WILL POWER



Fey Step

KEYWORDS	Teleportation	USED
Move		Personal
ACTION	RANGE	
vs		
ATTACK	DEFENSE	TARGET

Effect: Teleport up to 5 squares.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK PH

ENCOUNTER POWER



Dire Wolverine Strike

KEYWORDS	Martial, Weapon	USED
Standard	+ 1 *	Close burst 1
ACTION	RANGE	
6 vs AC		Each enemy in burst you can see
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding two melee weapons.

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier (+3) damage.

Longsword: +6 attack, 1d8+3 damage
Short sword: +6 attack, 1d6+3 damage

ADDITIONAL EFFECTS

+1d6 to damage once per round (Hunter's Quarry)

CLASS Ranger LEVEL 1 BOOK PH

ENCOUNTER POWER



Jaws of the Wolf

KEYWORDS	Martial, Weapon	USED
Standard	* + *	Melee weapon
ACTION	RANGE	
6 vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding two melee weapons.

Attack: Strength vs. AC (main weapon and off-hand weapon), two attacks

Hit: 2[W] + Strength modifier (+3) damage per attack.

Miss: Half damage per attack.

Longsword: +6 attack, 2d8+3 damage
Short sword: +6 attack, 2d6+3 damage

ADDITIONAL EFFECTS

+1d6 to damage once per round (Hunter's Quarry)

CLASS Ranger LEVEL 1 BOOK PH

DAILY POWER

