

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA



Level

### Ammiral

Good male Human Ranger (Hunter)

50 Age    Medium Size    Deity

Total XP 20500

### Defenses

<b>25</b>	<b>20</b>	<b>22</b>	<b>20</b>
AC	FORT	REF	WILL

Conditional Bonuses

### Hit Points

<b>Max HP</b> (Bloodied 31 )	<b>62</b>	Temp HP
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Current Hit Points

### Healing Surges

Surge Value	Surges/Day	
<b>15</b>	<b>6</b>	

Current Conditions:

### Combat Statistics and Senses

<b>Initiative</b>	<b>12</b>
Conditional Modifiers:	
<b>Speed</b>	<b>6</b>
<b>Passive Insight</b>	<b>17</b>
<b>Passive Perception</b>	<b>24</b>

Special Senses: Normal

### 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

<b>Saving Throw Mods</b>	<b>0</b>
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### Resistances/Vulnerabilities

Resist 4 Poison

### Current Conditions and Effects

### Basic Attacks

#### Melee

Longsword	<b>6</b>	<b>1d8+1</b>
	Strength vs. AC	Damage

#### Ranged

Vicious Longbow +2	<b>13</b>	<b>1d10+9</b>
	Dexterity vs. AC	Damage

### Languages

Common, Goblin

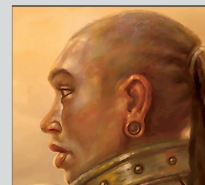


### Abilities

Ability	Score	Check
<b>STR</b> Strength	<b>11</b>	4
<b>CON</b> Constitution	<b>10</b>	4
<b>DEX</b> Dexterity	<b>22</b>	10
<b>INT</b> Intelligence	<b>10</b>	4
<b>WIS</b> Wisdom	<b>16</b>	7
<b>CHA</b> Charisma	<b>8</b>	3

### Skills

Skill	Ability	Score
Acrobatics	Dexterity	10
Arcana	Intelligence	4
Athletics	Strength	4
Bluff	Charisma	3
Diplomacy	Charisma	3
Dungeoneering	Wisdom	12
Endurance	Constitution	9
Heal	Wisdom	12
History	Intelligence	4
Insight	Wisdom	7
Intimidate	Charisma	3
Nature	Wisdom	14
Perception	Wisdom	14
Religion	Intelligence	4
Stealth	Dexterity	15
Streetwise	Charisma	3
Thievery	Dexterity	10



\_\_\_\_\_  
 Player Name

Ammiral  
 Character Name

**Character Details**

**Background**  
 \_\_\_\_\_

**Theme**  
 \_\_\_\_\_

**Mannerisms and Appearance**  
 \_\_\_\_\_

**Personality Traits**  
 \_\_\_\_\_

**Adventuring Company**  
 \_\_\_\_\_

**Companions and Allies**  
 \_\_\_\_\_

**Session and Campaign Notes**  
 \_\_\_\_\_

Other Notes  
 \_\_\_\_\_

**Equipment**

Head  
 \_\_\_\_\_

Arms  
 \_\_\_\_\_

Rings  
 \_\_\_\_\_

Main Hand  
 Vicious Longbow +2

Feet  
 \_\_\_\_\_

Neck  
 Amulet of Health +2

Hands  
 \_\_\_\_\_

Rings  
 \_\_\_\_\_

Off Hand  
 \_\_\_\_\_

Waist  
 \_\_\_\_\_

Armor  
 Delver's Studded Leather +2

Tattoo  
 \_\_\_\_\_

Ki Focus  
 \_\_\_\_\_

**Other Equipment**

Studded Leather  
 Adventurer's Kit  
 Longbow  
 Arrows (30)  
 Longsword

Total Weight (lbs.)  Carrying Capacity (lbs.)

Treasure  Normal

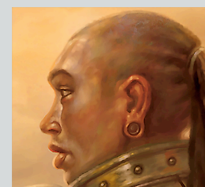
Heavy

Max

# Ammiral

Player Name

Character Name



## Racial Features

### Bonus Feat

Choose an extra feat at 1st level.

### Bonus Skill

Trained in one additional class skill.

### Heroic Effort

Gain the Heroic Effort power

### Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

### Human Power Selection

Choose an option for your human character.

## Class/Other Features

### Ambush Expertise (Ranger)

When you make a stealth check, allies within 10 sq. gain a +2 to Stealth checks until your next turn's end.

### Crossbow Hunter

Gain the Crossbow Expertise feat. Treat crossbows with the load minor property as if they were load free.

### Mountain Guide (Ranger)

Your successful Athletics checks to climb reduce the DC of that climb by 2 for your allies who see you do it

### Wilderness Tracker (Ranger)

While resting, make a successful Perception check to determine information about creatures that have passed through a 10sq. x 10sq. area.

### Beast Empathy (Ranger)

+2 to Bluff, Diplomacy, and Intimidate checks against beasts. Successful Insight check allows you to understand basic messages from beasts.

### Close Combat Archery

Your ranged attacks don't provoke opportunity attacks.

## Feats

### Crossbow Expertise

When using a crossbow: +1/2/3 (by tier) to attack, ignore partial and superior cover.

### Cunning Stalker

You gain combat advantage against enemies that have no creatures adjacent to them other than you

### Two-Weapon Fighting

+1 damage while holding a melee weapon in each hand

### Great Fortitude

+2 to Fortitude defense, +3 at 11th, +4 at 21st

### Hidden Sniper

If you have partial concealment against a target, you gain combat advantage against it with your ranged attacks

### Wasteland Wanderer

You gain a +2 feat bonus to Nature, Perception, and initiative checks

### Orb Expertise

When using an orb implement: +1/2/3 (by tier) to attacks. +1 to push, pull, or slide effects you cause

## Ammiral

Level 9 Human Ranger (Hunter)

	SCORE	ABILITY	MOD	
<b>HP</b>	<b>11</b>	<b>STR</b>	<b>0</b>	<b>AC</b>
<b>62</b>				<b>25</b>
	<b>10</b>	<b>CON</b>	<b>0</b>	<b>Fort</b>
<b>Spd</b>	<b>22</b>	<b>DEX</b>	<b>6</b>	<b>20</b>
<b>6</b>				<b>Ref</b>
	<b>10</b>	<b>INT</b>	<b>0</b>	<b>22</b>
<b>Init</b>	<b>16</b>	<b>WIS</b>	<b>3</b>	<b>Will</b>
<b>+12</b>				<b>20</b>
	<b>8</b>	<b>CHA</b>	<b>-1</b>	

17 Passive Insight

24 Passive Perception

## Skills

Acrobatics	Dexterity	10
Arcana	Intelligence	4
Athletics	Strength	4
Bluff	Charisma	3
Diplomacy	Charisma	3
Dungeoneering	Wisdom	• 12
Endurance	Constitution	• 9
Heal	Wisdom	• 12
History	Intelligence	4
Insight	Wisdom	7
Intimidate	Charisma	3
Nature	Wisdom	• 14
Perception	Wisdom	• 14
Religion	Intelligence	4
Stealth	Dexterity	• 15
Streetwise	Charisma	3
Thievery	Dexterity	10

• 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

Player Name:

## Aimed Shot

At-Will ♦ Standard Action

### Personal

*Your mastery of the bow allows you to disregard cover, concealment, or some other hindrance.*

**Keyword:** Martial

**Effect:** You make a ranged basic attack with a weapon, ignoring the penalty to attack rolls imposed by partial cover and partial concealment. In addition, the penalty to attack rolls imposed by superior cover and total concealment is no worse than -2 for this attack.

Additional Effects

Ranger Attack

## Clever Shot

At-Will ♦ Standard Action

### Personal

*By carefully judging your target's stance, you unleash a shot that sends the enemy tumbling.*

**Keyword:** Martial

**Effect:** You make a ranged basic attack with a weapon. If the attack hits, the target is also subject to one of the following effects of your choice:

- \* You slide the target up to 2 squares.
- \* The target falls prone.
- \* The target is slowed (save ends).

Additional Effects

Ranger Attack

## Melee Basic Attack

At-Will ♦ Standard Action

**Longsword:** +6 vs. AC, 1d8+1 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 (+0) damage.

**Level 21:** 2[W] + Str modifier (+0) damage.

Additional Effects

Basic Attack

## Ranged Basic Attack

At-Will ♦ Standard Action

**Vicious Longbow +2:** +13 vs. AC, 1d10+9 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 (+6) damage.

**Level 21:** 2[W] + Dex modifier (+6) damage.

Additional Effects

## Rapid Shot

At-Will ♦ Standard Action

### Personal

*You take careful aim at a group of enemies before unleashing a succession of arrows.*

**Keyword:** Martial

**Effect:** You make a ranged basic attack with a weapon against each creature in or adjacent to a square within the attack's range. You take a -2 penalty to the attack rolls.

Additional Effects

## Disruptive Shot

Encounter ♦ Standard Action

**Vicious Longbow +2:** +13 vs. AC, 1d10+9 damage

**Ranged** weapon      **Target:** One creature

*Through a combination of careful aim and perfect timing, your shot ruins your foe's plans.*

**Keywords:** Martial, Weapon

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dex modifier (+6) damage, and you choose for the target to be either immobilized (save ends) or dazed (save ends).

**Miss:** Half damage, and the target is slowed until the end of your next turn.

Additional Effects

### Aspect of the Cunning...

At-Will ♦ Minor Action

#### Personal

*Like a fox, you move with stealth, speed, and cunning. Your foes cannot hope to harm you while you are in motion, and you always keep an open escape route at hand.*

**Keywords:** Primal, Stance

**Effect:** You assume a stance, the aspect of the cunning fox. Until the stance ends, you gain the following benefits.

\* You take only half damage from attacks made against you during your turn.

\* Whenever you hit or miss with a melee attack or a ranged attack on your turn, you can take a free action to shift up to 2 squares.

Additional Effects

Ranger Utility

### Aspect of the Dancing...

At-Will ♦ Minor Action

#### Personal

*You move like a snake, darting here and there, never remaining within reach of your foe.*

**Keywords:** Primal, Stance

**Effect:** You assume a stance, the aspect of the dancing serpent. Until the stance ends, you gain the following benefits.

\* You can take a free action at the end of each of your turns to shift 1 square.

\* When you make a basic attack against an enemy that has none of its allies adjacent to it, you gain a +1 power bonus to the attack roll and damage roll.

Additional Effects

Ranger Utility

### Aspect of the Regal Lion

At-Will ♦ Minor Action

#### Personal

*You fight with the courage of a lion, taking on a larger foe without a sliver of doubt or fear.*

**Keywords:** Primal, Stance

**Effect:** You assume a stance, the aspect of the regal lion. Until the stance ends, you gain the following benefits.

\* When you make a basic attack against an enemy that is Large or larger, you gain a +2 power bonus to the attack roll.

\* You gain a +2 power bonus to all defenses against such enemies.

Additional Effects

Ranger Utility

### Heroic Effort

Encounter ♦ No Action

#### Personal

*Your grim focus and unbridled energy means that failure is not an option.*

**Trigger:** You miss with an attack or fail a saving throw.

**Effect:** You gain a +4 racial bonus to the attack roll or the saving throw.

Additional Effects

Human Racial Power

Used

### Reactive Shift

Encounter ♦ Immediate Reaction

#### Personal

*You keep one eye on the fight around you at all times, so that you can slip away from an enemy that moves too close.*

**Keyword:** Martial

**Trigger:** An enemy you can see ends its turn adjacent to you.

**Effect:** You shift a number of squares up to your Wis modifier (+3).

Additional Effects

Ranger Utility 5

Used

### Stalker's Mist

Daily ♦ Minor Action

**Area** burst 1 within 10 squares

*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.*

**Keywords:** Primal, Zone

**Effect:** The burst creates a zone that lasts until the end of the encounter. Squares in the zone are heavily obscured to your enemies.

**Move Action:** You move the zone up to 5 squares.

Additional Effects

Ranger Utility 2

Used

### Healing Lore

Daily ♦ Minor Action

#### Unarmed:

**Close** burst 5

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

*The primal power you call upon allows access to the deepest reserves of strength.*

**Keywords:** Healing, Primal

**Effect:** The target can spend a healing surge.

Additional Effects

### Delver's Studded Leather +2

Armor ♦ Level 8

**Armor Bonus:** 3

**Special:** Tough

**Enhancement:** +2 AC

**Power ♦ Daily** (No Action)

You gain a +2 power bonus to a saving throw you just rolled; use the new result.

### Amulet of Health +2

Neck Slot Item ♦ Level 8

**Enhancement:** +2 Fortitude, Reflex, and Will

#### Properties

You gain poison resistance equal to twice the amulet's enhancement bonus.

## Vicious Longbow +2

Weapon ♦ Level 7

**Damage:** 1d10

**Proficiency Bonus:** 2

**Range:** 20/40

**Properties:** Load Free

**Enhancement:** +2 attack rolls and  
damage rolls

**Critical:** +1d12 damage per plus