

| | | | | | | | | | |
|-----------------|--------|-------|--------|--------|--------------|-----------|--------------|--|---------------------|
| Talon Ebonblade | | 1 | Ranger | | | | | | 999 |
| Character Name | | Level | Class | | Paragon Path | | Epic Destiny | | Total XP |
| Elf | Medium | 66 | Male | 5'10 | 160 lbs. | Unaligned | | | |
| Race | Size | Age | Gender | Height | Weight | Alignment | Deity | | Adventuring Company |
| | | | | | | | | | RPGA Number |

INITIATIVE

| SCORE | DEX | 1/2 LVL | MISC |
|-------|-----|---------|------|
| 3 | 3 | | |

INITIATIVE: 3

CONDITIONAL MODIFIERS

DEFENSES

| SCORE | DEFENSE | 10 + 1/2 LVL | ARMOR/ ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------|---------|--------------|-------------|-------|------|-----|------|------|
| 16 | AC | 10 | 6 | | | | | |

DEFENSES: 16 AC, 10, 6

CONDITIONAL BONUSES

MOVEMENT

| SCORE | BASE | ARMOR | ITEM | MISC |
|-------|-----------------|-------|------|------|
| 7 | Speed (Squares) | 7 | | |

MOVEMENT: 7 Speed (Squares), 7

SPECIAL MOVEMENT

ABILITY SCORES

| SCORE | ABILITY | ABIL MOD | MOD + 1/2 LVL |
|-------|----------------------------|----------|---------------|
| 17 | STR Strength | 3 | 3 |
| 12 | CON Constitution | 1 | 1 |
| 16 | DEX Dexterity | 3 | 3 |
| 8 | INT Intelligence | -1 | -1 |
| 15 | WIS Wisdom | 2 | 2 |
| 10 | CHA Charisma | 0 | 0 |

FORT

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

FORT: 14

CONDITIONAL BONUSES

REF

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

REF: 14

CONDITIONAL BONUSES

WILL

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

WILL: 12

CONDITIONAL BONUSES

SENSES

| SCORE | PASSIVE SENSE | BASE | SKILL BONUS |
|-------|--------------------|------|-------------|
| 12 | Passive Insight | 10 | + 2 |
| 14 | Passive Perception | 10 | + 4 |

SENSES: 12 Passive Insight, 10 + 2, 14 Passive Perception, 10 + 4

SPECIAL SENSES: Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Longsword

| ATT BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC |
|-----------|---------|------|-------|------|------|-----|------|
| + 6 | 0 | 3 | | 3 | | | |

ABILITY: Ranged Basic Attack - Longbow

| ATT BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC |
|-----------|---------|------|-------|------|------|-----|------|
| + 5 | 0 | 3 | | 2 | | | |

HIT POINTS

| MAX HP | BLOODED | HEALING SURGES |
|--------|---------|----------------|
| 29 | 14 | 7 |
| | 1/2 HP | 1/4 HP |

HIT POINTS: 29, 14, 7

ACTION POINTS

| ACTION POINTS | MILESTONES |
|---------------|------------|
| | 0 |
| | 1 |
| | 2 |
| | 3 |

ACTION POINTS: 0, 1, 2, 3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Longsword

| DAMAGE | ABIL | FEAT | ENH | MISC | MISC |
|--------|------|------|-----|------|------|
| 1d8+3 | 3 | | | | |

ABILITY: Ranged Basic Attack - Longbow

| DAMAGE | ABIL | FEAT | ENH | MISC | MISC |
|--------|------|------|-----|------|------|
| 1d10+3 | 3 | | | | |

SECOND WIND 1/ENCOUNTER

USED

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

RACE FEATURES

Elven Weapon Proficiency - Proficient with longbow and shortbow.

Group Awareness - Non-elf allies within 5 get +1 to Perception.

Elven Accuracy - Use elven accuracy as an encounter power.

Fey Origin - Your origin is fey, not natural

Wild Step - Ignore difficult terrain when shifting (even when shifting multiple squares).

BASIC ATTACKS

| ATTACK | DEFENSE | WEAPON OR POWER | DAMAGE |
|--------|---------|-----------------|--------|
| 6 | vs AC | Longsword | 1d8+3 |
| 5 | vs AC | Longbow | 1d10+3 |
| 3 | vs AC | Unarmed (Melee) | 1d4+3 |
| 3 | vs AC | Unarmed (Range) | 1d4+3 |

SKILLS

| BONUS | SKILL NAME | ABIL MOD + 1/2 LVL | TRND (+5) | ARMOR PENALTY | MISC |
|-------|---------------|--------------------|-----------|---------------|-------|
| 7 | Acrobatics | DEX | 3 | 5 | -1 |
| -1 | Arcana | INT | -1 | 0 | n/a |
| 7 | Athletics | STR | 3 | 5 | -1 |
| 0 | Bluff | CHA | 0 | 0 | n/a |
| 0 | Diplomacy | CHA | 0 | 0 | n/a |
| 2 | Dungeoneering | WIS | 2 | 0 | n/a |
| 5 | Endurance | CON | 1 | 5 | -1 |
| 2 | Heal | WIS | 2 | 0 | n/a |
| -1 | History | INT | -1 | 0 | n/a |
| 2 | Insight | WIS | 2 | 0 | n/a |
| 5 | Intimidate | CHA | 0 | 5 | n/a |
| 9 | Nature | WIS | 2 | 5 | n/a 2 |
| 4 | Perception | WIS | 2 | 0 | n/a 2 |
| -1 | Religion | INT | -1 | 0 | n/a |
| 7 | Stealth | DEX | 3 | 5 | -1 |

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.

FEATS

Toughness - Gain 5 additional hit points per tier

Student of Battle - Warlord: skill training, inspiring word 1/day

LANGUAGES KNOWN

Common, Elven

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

| | |
|-----------------|--------------------------|
| Hunter's Quarry | <input type="checkbox"/> |
| Twin Strike | <input type="checkbox"/> |
| Careful Attack | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |

ENCOUNTER POWERS

| | |
|-----------------|--------------------------|
| Elven Accuracy | <input type="checkbox"/> |
| Off-Hand Strike | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |

DAILY POWERS

| | |
|------------------|--------------------------|
| Inspiring Word | <input type="checkbox"/> |
| Jaws of the Wolf | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |

UTILITY POWERS

| | |
|--|--------------------------|
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |

OTHER EQUIPMENT

| |
|-------------------|
| Hide Armor (E) |
| Longsword (2) (E) |
| Longbow |
| |
| |
| |
| |
| |
| |
| |

COINS AND OTHER WEALTH

| |
|-------------------------------|
| Money on hand: 10 gp |
| Stored money: 0 gp |
| Encumbrance: 36 lb. / 170 lb. |

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

| | |
|--------|--------------------------|
| WEAPON | <input type="checkbox"/> |
| WEAPON | <input type="checkbox"/> |
| WEAPON | <input type="checkbox"/> |
| WEAPON | <input type="checkbox"/> |
| ARMOR | <input type="checkbox"/> |
| ARMS | <input type="checkbox"/> |
| FEET | <input type="checkbox"/> |
| HANDS | <input type="checkbox"/> |
| HEAD | <input type="checkbox"/> |
| NECK | <input type="checkbox"/> |
| RING | <input type="checkbox"/> |
| RING | <input type="checkbox"/> |
| WAIST | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |

Daily Item Powers Per Day

| | | | | | | | | | | | |
|-----------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| Heroic (1-10) | <input type="checkbox"/> | Milestone | <input type="checkbox"/> | / | <input type="checkbox"/> | / | <input type="checkbox"/> | / | <input type="checkbox"/> | | |
| Paragon (11-20) | <input type="checkbox"/> | <input type="checkbox"/> | Milestone | <input type="checkbox"/> | / | <input type="checkbox"/> | / | <input type="checkbox"/> | / | <input type="checkbox"/> | |
| Epic (21-30) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Milestone | <input type="checkbox"/> | / | <input type="checkbox"/> | / | <input type="checkbox"/> | / | <input type="checkbox"/> |

RITUALS / ALCHEMY

| |
|--|
| |
| |
| |
| |
| |
| |
| |
| |
| |
| |
| |
| |
| |
| |
| |
| |
| |
| |
| |
| |
| |

CHARACTER PORTRAIT



PERSONALITY TRAITS

| |
|--|
| |
| |
| |
| |
| |
| |

MANNERISMS AND APPEARANCE

| |
|--|
| |
| |
| |
| |
| |
| |

CHARACTER BACKGROUND

| |
|--|
| |
| |
| |
| |
| |
| |

COMPANIONS AND ALLIES

| |
|--|
| |
| |
| |
| |
| |
| |

SESSION AND CAMPAIGN NOTES

| |
|--|
| |
| |
| |
| |
| |
| |

CHARACTER NAME
Talon Ebonblade

PLAYER NAME
Josh (www.outsydergaming.com)

RACE **Elf** CLASS _____ LEVEL **1**

| | | |
|---------------------------|------------------------------|-------------------|
| HP 29 | STR 17 | AC 16 |
| Spd 7 | CON 12 | Fort 14 |
| Init +3 | DEX 16 | Ref 14 |
| | INT 8 | Will 12 |
| | WIS 15 | |
| | CHA 10 | |
| 12 Passive Insight | 14 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 <i>PH</i> |

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 <i>PH</i> | |

AT-WILL POWER



Twin Strike

| | | |
|---|---------------------------|---------------|
| KEYWORDS | USED | |
| Martial, Weapon | | |
| 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 | | |
| ADDITIONAL EFFECTS +1d6 to damage once per round (Hunter's Quarry) +1 to attack rolls if none of your allies are closer to the target - P | | |
| CLASS | LEVEL 1 BOOK <i>PH</i> | |

AT-WILL POWER



Careful Attack

| | | |
|--|---------------------------|---------------|
| KEYWORDS | USED | |
| Martial, Weapon | | |
| 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 | | |
| ADDITIONAL EFFECTS +1d6 to damage once per round (Hunter's Quarry) +1 to attack rolls if none of your allies are closer to the target - P | | |
| CLASS | LEVEL 1 BOOK <i>PH</i> | |

AT-WILL POWER



Elven Accuracy

| | | |
|---|----------------|---------------|
| KEYWORDS | USED | |
| Free | Personal | |
| ACTION | RANGE | |
| vs | | |
| ATTACK | DEFENSE | TARGET |
| Effect: Reroll an attack roll. Use the second roll, even if it's lower. | | |
| ADDITIONAL EFFECTS | | |

Off-Hand Strike





| | | |
|---|----------------|---------------|
| KEYWORDS | USED | |
| Martial, Weapon | | |
| Minor | Melee weapon | |
| ACTION | RANGE | |
| 6 vs AC | One creature | |
| ATTACK | DEFENSE | TARGET |
| Requirement: You must be wielding two melee weapons. Attack: Strength vs. AC (off-hand weapon) Hit: 1[W] + Strength modifier (+3) damage (off-hand weapon). Longsword: +6 attack, 1d8+3 damage | | |
| ADDITIONAL EFFECTS +1d6 to damage once per round (Hunter's Quarry) | | |

Inspiring Word

| | | |
|---|--|---------------|
| KEYWORDS | USED | |
| Healing, Martial | | |
| Minor | Close burst 5 (10 at 11th level, 15 at 16th level) | |
| ACTION | RANGE | |
| vs | You or one ally in burst | |
| ATTACK | DEFENSE | TARGET |
| Effect: The target can spend a healing surge and regain an additional 1d6 hit points. The amount of additional hit points regained is 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level. | | |
| ADDITIONAL EFFECTS | | |

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

ADDITIONAL EFFECTS

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

CLASS Ranger LEVEL 1 BOOK *PH*

DAILY POWER

