

Player Name Josh (www.outsydergaming.com)

Talon Ebonblade		11	Ranger	Shadow Captain			26,000
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
13	4	5	4

INITIATIVE: 13

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
22	AC	15	7					

DEFENSES: 22 AC

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
7	Speed (Squares)	7		

MOVEMENT: 7 Speed (Squares)

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
20	STR Strength	5	10
13	CON Constitution	1	6
19	DEX Dexterity	4	9
9	INT Intelligence	-1	4
16	WIS Wisdom	3	8
11	CHA Charisma	0	5

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
21	FORT	15	5	1				

DEFENSES: 21 FORT

CONDITIONAL BONUS

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

DEFENSES: 20 REF

CONDITIONAL BONUS

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
18	WILL	15	3					

DEFENSES: 18 WILL

CONDITIONAL BONUS

HIT POINTS

MAX HP	85	BLOODED	42	HEALING SURGES	21	SURGES/DAY	7
		1/2 HP		1/4 HP			

CURRENT HIT POINTS		CURRENT SURGE USES	
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ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

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).

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.

Shadow's Reconnoitering

Shadow Captain's Action

LANGUAGES KNOWN

Common, Elven

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
20	Passive Insight	10	+ 10

22	Passive Perception	10	+ 12
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SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 13	5	5		3			

ABILITY: Ranged Basic Attack - Longbow

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 11	5	4		2			

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Longsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+5	5				

ABILITY: Ranged Basic Attack - Longbow

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+4	4				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
13	vs AC	Longsword	1d8+5
11	vs AC	Longbow	1d10+4
10	vs AC	Unarmed (Melee)	1d4+5
9	vs AC	Unarmed (Range)	1d4+4

FEATS

Toughness - Gain 5 additional hit points per tier

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

Skill Focus (Stealth) - +3 to Stealth checks

Lethal Hunter - Hunter's Quarry damage dice increase to d8s

Brutal Accuracy - Hit with elven accuracy reroll gains extra damage

Acolyte Power - Swap one utility power with one of multiclass

Camouflage - +5 to Stealth outdoors when you have concealment

Improved Initiative - +4 to initiative checks

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
13	Acrobatics	DEX	9	5	-1
4	Arcana	INT	4	0	n/a
14	Athletics	STR	10	5	-1
5	Bluff	CHA	5	0	n/a
5	Diplomacy	CHA	5	0	n/a
8	Dungeoneering	WIS	8	0	n/a
10	Endurance	CON	6	5	-1
8	Heal	WIS	8	0	n/a
4	History	INT	4	0	n/a
10	Insight	WIS	8	0	n/a 2
10	Intimidate	CHA	5	5	n/a
15	Nature	WIS	8	5	n/a 2
12	Perception	WIS	8	0	n/a 4
4	Religion	INT	4	0	n/a
16	Stealth	DEX	9	5	-1 3

CHARACTER NAME
Talon Ebonblade

PLAYER NAME
Josh (www.outsydergaming.com)

RACE Elf CLASS LEVEL 11

HP 85	20 STR	AC 22
Spd 7	13 CON	Fort 21
Init +13	19 DEX	Ref 20
	9 INT	Will 18
	16 WIS	
	11 CHA	
20 Passive Insight	22 Passive Perception	



Second Wind

KEYWORDS	USED	
Standard	Personal	
ACTION	RANGE	
vs	Self	
ATTACK	DEFENSE	TARGET
Effect: You spend a healing surge and regain 21 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



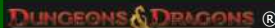
ENCOUNTER ACTION



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		
13	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: +13 attack, 1d8 damage			
ADDITIONAL EFFECTS +2d8 to damage once per round (Hunter's Quarry) +1 to attack rolls if none of your allies are closer to the target - F			
CLASS	Ranger	LEVEL 1	BOOK PH

AT-WILL POWER



Careful Attack

KEYWORDS	Martial, Weapon	USED	
Standard	* * * * *	Melee or Ranged weapon	
ACTION	RANGE		
15	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: +15 attack, 1d8 damage			
ADDITIONAL EFFECTS +2d8 to damage once per round (Hunter's Quarry) +1 to attack rolls if none of your allies are closer to the target - F			
CLASS	Ranger	LEVEL 1	BOOK PH

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	Martial, Weapon	USED	
Minor	* * * * *	Melee weapon	
ACTION	RANGE		
13	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 (+5) damage (off-hand weapon). Longsword: +13 attack, 1d8+5 damage			
ADDITIONAL EFFECTS +2d8 to damage once per round (Hunter's Quarry)			

Cut and Run







KEYWORDS	Martial, Weapon	USED	
Standard	* * * * *	Melee or Ranged weapon	
ACTION	RANGE		
13	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 Special: After the first or the second attack, you can shift a number of squares equal to 1 + your Wisdom modifier (+3). Hit: 1[W] + Strength modifier (+5) damage (melee) or 1[W] + Dexterity modifier (+4) damage (ranged) per attack. Longsword: +13 attack, 1d8+5 damage			
ADDITIONAL EFFECTS +2d8 to damage once per round (Hunter's Quarry) +1 to attack rolls if none of your allies are closer to the target - F			


Claws of the Griffon

KEYWORDS Martial, Weapon		USED
Standard	*   	Melee weapon
ACTION	  	RANGE
13	vs	AC
One or two creatures		
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 (+5) damage (main weapon) and 1[W] + Strength modifier (+5) damage (off-hand weapon).		
Longsword: +13 attack, 2d8+5 damage		
ADDITIONAL EFFECTS +2d8 to damage once per round (Hunter's Quarry)		
CLASS Ranger	LEVEL 7	BOOK PH







ENCOUNTER POWER 


Underworld Gambit

KEYWORDS Necrotic, Shadow, Weapon		USED
Standard	*   	Melee weapon
ACTION	  	RANGE
13	vs	AC
One creature		
ATTACK	DEFENSE	TARGET
Hit: 1[W] + Strength modifier (+5). Make a secondary attack against the target.		
Secondary Attack: Charisma + 2 vs. Reflex		
Hit: Charisma modifier (+0) necrotic damage, and the target is weakened until the end of your next turn.		
Longsword: +13 attack, 0 damage		
ADDITIONAL EFFECTS		
CLASS	LEVEL 11	BOOK MOTP







ENCOUNTER POWER 

Inspiring Word

KEYWORDS Healing, Martial		USED
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		
CLASS Warlord	LEVEL	BOOK PH







DAILY POWER 


Jaws of the Wolf

KEYWORDS Martial, Weapon		USED
Standard	*   	Melee weapon
ACTION	  	RANGE
13	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 (+5) damage per attack.		
Miss: Half damage per attack.		
Longsword: +13 attack, 2d8+5 damage		
ADDITIONAL EFFECTS +2d8 to damage once per round (Hunter's Quarry)		
CLASS Ranger	LEVEL 1	BOOK PH







DAILY POWER 


Two-Wolf Pounce

KEYWORDS Martial, Weapon		USED
Standard	*   	Melee weapon
ACTION	  	RANGE
13	vs	AC
One creature		
ATTACK	DEFENSE	TARGET
Requirement: You must be wielding two melee weapons.		
Special: You can shift 2 squares before making this attack.		
Attack: Strength vs. AC, two attacks (main weapon and off-hand weapon)		
Hit: 2[W] + Strength modifier (+5) damage (main weapon) and 1[W] + Strength modifier (+5) damage (off-hand weapon).		
Effect: After attacking the primary target, you can shift 2 squares and make a secondary attack.		
Secondary Target: One creature other than the primary target		
Secondary Attack: Strength vs. AC (off-hand weapon)		
Hit: 2[W] damage (off-hand weapon).		
Longsword: +13 attack, 2d8+5 damage		
ADDITIONAL EFFECTS +2d8 to damage once per round (Hunter's Quarry)		
CLASS Ranger	LEVEL 5	BOOK PH







DAILY POWER 

Attacks on the Run







KEYWORDS Martial, Weapon		USED
Standard	*   	Melee or Ranged weapon
ACTION	  	RANGE
13	vs	AC
One or two creatures		
ATTACK	DEFENSE	TARGET
Attack: You can move your speed. At any point during your move, you can make two Strength vs. AC attacks with a melee weapon or two Dexterity vs. AC attacks with a ranged weapon.		
Hit: 3[W] + Strength modifier (+5) damage (melee) or 3[W] + Dexterity modifier (+4) damage (ranged) per attack.		
Miss: Half damage per attack.		
Longsword: +13 attack, 3d8+5 damage		
ADDITIONAL EFFECTS +2d8 to damage once per round (Hunter's Quarry) +1 to attack rolls if none of your allies are closer to the target - F		
CLASS Ranger	LEVEL 9	BOOK PH

DAILY POWER 







Weave Through the Fray

KEYWORDS Martial		USED
Imm Interr	  	Personal
ACTION	  	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
Trigger: An enemy moves adjacent to you		
Effect: You can shift a number of squares equal to your Wisdom modifier (+3).		
ADDITIONAL EFFECTS		

Aid the Injured

KEYWORDS Healing, Martial		USED
Standard	*   	Melee touch
ACTION	  	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
Target: You or one adjacent ally		
Effect: The target can spend a healing surge.		
ADDITIONAL EFFECTS		

Expeditious Stride

KEYWORDS Martial		USED
Minor	  	Personal
ACTION	  	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
Effect: Until the end of your next turn, your speed increases by 4, and when you shift, you can shift 1 additional square.		
ADDITIONAL EFFECTS		