

Player Name Josh (www.outsydergaming.com)

Talon Ebonblade	21	Ranger	Shadow Captain	Darklord	175,000
Character Name	Level	Class	Paragon Path	Epic Destiny	Total XP
Elf	Medium	66	Male	5'10	160 lbs.
Race	Size	Age	Gender	Height	Weight
				Unaligned	Deity
				Adventuring Company	RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
20	6	10	4

INITIATIVE: 20

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
29	AC	20	9					

DEFENSES: 29 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
23	STR Strength	6	16
14	CON Constitution	2	12
22	DEX Dexterity	6	16
10	INT Intelligence	0	10
17	WIS Wisdom	3	13
12	CHA Charisma	1	11

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
27	FORT	20	6	1				

DEFENSES: 27 FORT

CONDITIONAL BONUS

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
27	REF	20	6	1				

DEFENSES: 27 REF

CONDITIONAL BONUS

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
23	WILL	20	3					

DEFENSES: 23 WILL

CONDITIONAL BONUS

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
25	Passive Insight	10	15
27	Passive Perception	10	17

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+19	10	6		3			

ABILITY: Ranged Basic Attack - Longbow

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+18	10	6		2			

HIT POINTS

MAX HP	141
BLOODED	70
HEALING SURGES	35
SURGE VALUE	35
SURGES/DAY	8
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	
RESISTANCES	
CURRENT CONDITIONS AND EFFECTS	

ACTION POINTS

ACTION POINTS	MILESTONES
3	0
2	1
1	2
0	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**
- Inspiring the Invisible Legion**
- Stand in Two Worlds**

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Longsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d8+6	6				

ABILITY: Ranged Basic Attack - Longbow

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d10+6	6				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
19	AC	Longsword	2d8+6
18	AC	Longbow	2d10+6
16	AC	Unarmed (Melee)	2d4+6
16	AC	Unarmed (Range)	2d4+6

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
20	Acrobatics	DEX 16	5	-1	
10	Arcana	INT 10	0	n/a	
20	Athletics	STR 16	5	-1	
11	Bluff	CHA 11	0	n/a	
11	Diplomacy	CHA 11	0	n/a	
13	Dungeoneering	WIS 13	0	n/a	
16	Endurance	CON 12	5	-1	
13	Heal	WIS 13	0	n/a	
10	History	INT 10	0	n/a	
15	Insight	WIS 13	0	n/a	2
16	Intimidate	CHA 11	5	n/a	
20	Nature	WIS 13	5	n/a	2
17	Perception	WIS 13	0	n/a	4
10	Religion	INT 10	0	n/a	
23	Stealth	DEX 16	5	-1	3

FEATS

- Toughness** - Gain 5 additional hit points per tier
- Student of Battle** - Warlord: skill training, inspiring word 1/c
- Skill Focus (Stealth)** - +3 to Stealth checks
- Lethal Hunter** - Hunter's Quarry damage dice increase to d8
- Brutal Accuracy** - Hit with elven accuracy reroll gains extra c
- Acolyte Power** - Swap one utility power with one of multica:
- Camouflage** - +5 to Stealth outdoors when you have concea
- Improved Initiative** - +4 to initiative checks
- Heavy Blade Opportunity** - Use at-will power with opportur
- Secret Stride** - No penalty to Stealth with move while hiding
- Agile Hunter** - Shift as a free action after scoring a critical hi
- Elven Precision** - +2 to reroll with elven accuracy
- Bleeding Precision** - Deal ongoing 5 damage with daily rang
- Peerless Hunter** - Designate two targets as your quarry

LANGUAGES KNOWN

Common, Elven

CHARACTER NAME
Talon Ebonblade

PLAYER NAME
Josh (www.outsydergaming.com)

RACE Elf CLASS LEVEL 21

HP 141	23 STR	AC 29
Spd 7	14 CON	Fort 27
Init +20	22 DEX	Ref 27
	10 INT	Will 23
	17 WIS	
	12 CHA	
25 Passive Insight	27 Passive Perception	



Second Wind

KEYWORDS	USED	
Standard	Personal	
ACTION	RANGE	
vs	Self	
ATTACK	DEFENSE	TARGET
Effect: You spend a healing surge and regain 35 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		
19	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: +19 attack, 2d8 damage			
ADDITIONAL EFFECTS +3d8 to damage once per round (Hunter's Quarry) +1 to attack rolls if none of your allies are closer to the target - P			
CLASS	Ranger	LEVEL 1	BOOK PH

AT-WILL POWER



Careful Attack

KEYWORDS	Martial, Weapon	USED	
Standard	* * * * *	Melee or Ranged weapon	
ACTION	RANGE		
21	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: +21 attack, 2d8 damage			
ADDITIONAL EFFECTS +3d8 to damage once per round (Hunter's Quarry) +1 to attack rolls if none of your allies are closer to the target - P			
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		





Claws of the Griffin

KEYWORDS	Martial, Weapon	USED	
Standard	* * * * *	Melee weapon	
ACTION	RANGE		
19	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 (+6) damage (main weapon) and 1[W] + Strength modifier (+6) damage (off-hand weapon). Longsword: +19 attack, 2d8+6 damage			
ADDITIONAL EFFECTS +3d8 to damage once per round (Hunter's Quarry)			

Underworld Gambit

KEYWORDS	Necrotic, Shadow, Weapon	USED	
Standard	* * * * *	Melee weapon	
ACTION	RANGE		
19	vs	AC	One creature
ATTACK	DEFENSE	TARGET	
Hit: 1[W] + Strength modifier (+6). Make a secondary attack against the target. Secondary Attack: Charisma + 2 vs. Reflex Hit: Charisma modifier (+1) necrotic damage, and the target is weakened until the end of your next turn. Longsword: +19 attack, 0 damage			
ADDITIONAL EFFECTS			

Armor Splinter


KEYWORDS		Martial, Weapon	USED
Standard	*  	Melee weapon	
ACTION	 	RANGE	
19	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: 1[W] + Strength modifier (+6) damage per attack. If one attack hits, the target takes a penalty to AC equal to your Wisdom modifier (+3) until the end of your next turn. If both attacks hit, the target takes a penalty to AC equal to 2 + your Wisdom modifier (+3) until the end of your next turn.





Longsword: +19 attack, 1d8+6 damage

ADDITIONAL EFFECTS
+3d8 to damage once per round (Hunter's Quarry)

CLASS	Ranger	LEVEL	13	BOOK	PH
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ENCOUNTER POWER 

Cheetah's Rake

KEYWORDS		Martial, Weapon	USED
Standard	 	Close burst 1	
ACTION	 1 	RANGE	
19	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 (+6) damage, and the target is immobilized and knocked prone until the end of your next turn.





Longsword: +19 attack, 1d8+6 damage

ADDITIONAL EFFECTS
+3d8 to damage once per round (Hunter's Quarry)

CLASS	Ranger	LEVEL	17	BOOK	PH
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ENCOUNTER POWER 

Inspiring Word

KEYWORDS		Healing, Martial	USED
Minor	 	Close burst 5 (10 at 11th level, 15 at 17th level)	
ACTION	 5 	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
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DAILY POWER 

Attacks on the Run

KEYWORDS		Martial, Weapon	USED
Standard	*  	Melee or Ranged weapon	
ACTION	 	RANGE	
19	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 (+6) damage (melee) or 3[W] + Dexterity modifier (+6) damage (ranged) per attack.
Miss: Half damage per attack.





Longsword: +19 attack, 3d8+6 damage

ADDITIONAL EFFECTS
+3d8 to damage once per round (Hunter's Quarry)
+1 to attack rolls if none of your allies are closer to the target - PH

CLASS	Ranger	LEVEL	9	BOOK	PH
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DAILY POWER 

Shadow Turncoat

KEYWORDS		Conjuration, Reliable, Shadow, Weapon	USED
Standard	*  	Melee weapon	
ACTION	 	RANGE	
19	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Attack: Strength vs. AC
Hit: 3[W] + Strength modifier (+6) damage, and you conjure a shadow in an unoccupied square adjacent to the target. Until the end of the encounter, each time you hit the target, a new shadow is created and the old one is destroyed.
The shadow is a reflection of the target. It has the defenses, immunities, resistances, speed, and melee basic attacks of the target. The shadow also has the same type and keywords, though it has the shadow origin. The shadow has 1 hit point, and a missed attack never damages the shadow. You control the shadow as a free action, which acts on your turn and has one standard action.





Longsword: +19 attack, 3d8+6 damage

ADDITIONAL EFFECTS
+3d8 to damage once per round (Hunter's Quarry)

CLASS		LEVEL	20	BOOK	MOTP
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DAILY POWER 

Blade Cascade

KEYWORDS		Martial, Weapon	USED
Standard	*  	Melee weapon	
ACTION	 	RANGE	
19	vs	AC	One or more creatures
ATTACK	DEFENSE	TARGET	

Requirement: You must be wielding two melee weapons. Attack: Strength vs. AC. Alternate main and off-hand weapon attacks until you miss or until you make five attacks. As soon as an attack misses, this power ends.
Hit: 2[W] + Strength modifier (+6) damage per attack.





Longsword: +19 attack, 2d8+6 damage

ADDITIONAL EFFECTS
+3d8 to damage once per round (Hunter's Quarry)

CLASS	Ranger	LEVEL	15	BOOK	PH
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DAILY POWER 

Wounding Whirlwind





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

Requirement: You must be wielding two melee weapons. Attack: Strength vs. AC (main weapon and off-hand weapon), two attacks per target
Hit: 1[W] + Strength modifier (+6) damage per attack. If you hit a target with one weapon, it takes ongoing 5 damage (save ends). If you hit a target with both weapons, it takes ongoing 10 damage (save ends).
Miss: Half damage per attack, and no ongoing damage.

Longsword: +19 attack, 1d8+6 damage

ADDITIONAL EFFECTS
+3d8 to damage once per round (Hunter's Quarry)





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

 AT-WILL ENCOUNTER 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

CLASS Ranger LEVEL 10 BOOK *PH*

UTILITY POWER



Shadow Guardians

KEYWORDS Conjunction, Necrotic, Shadow USED

Standard 10 Ranged 10

ACTION RANGE

 AT-WILL ENCOUNTER DAILY

Effect: You conjure a number of shadow soldiers equal to your Intelligence modifier (+0) (minimum 1) that last until the end of your next turn. Each shadow soldier appears in an unoccupied square within range. The shadow soldiers provide cover to allies but not enemies. An enemy that enters a shadow soldier's square is immobilized (save ends). Sustain Minor: The shadow soldiers persist. As a move action, you can move each shadow soldier a number of squares equal to your Charisma modifier (+1) (minimum 1).

ADDITIONAL EFFECTS

CLASS LEVEL 12 BOOK *MOTP*

UTILITY POWER



Evade the Blow

KEYWORDS Martial USED

Imm Interr Personal

ACTION RANGE

 AT-WILL ENCOUNTER DAILY

Trigger: An enemy hits you with a melee attack
Effect: Shift 1 square away from the enemy.

ADDITIONAL EFFECTS

CLASS Ranger LEVEL 16 BOOK *PH*

UTILITY POWER

