

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

10

Level

Valaneah

Unaligned female Eladrin Ranger

112 Age 1,74m Height 62kg Weight Medium Size Corellon Deity

20500

Total XP

26000

Defenses

23	22	21	20
AC	FORT	REF	WILL

Conditional Bonuses

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

Saving Throw Mods

+5 Saving Throws against charm effects

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Longsword of Shared Wrath +2

<input type="text" value="15"/>	<input type="text" value="1d8+11"/>
Strength vs. AC	Damage

Ranged

Distance Longbow +1

<input type="text" value="12"/>	<input type="text" value="1d10+4"/>
Dexterity vs. AC	Damage

Languages

Common, Elven



Abilities

Ability	Score	Check
STR Strength	<input type="text" value="18"/>	<input type="text" value="9"/>
CON Constitution	<input type="text" value="13"/>	<input type="text" value="6"/>
DEX Dexterity	<input type="text" value="16"/>	<input type="text" value="8"/>
INT Intelligence	<input type="text" value="10"/>	<input type="text" value="5"/>
WIS Wisdom	<input type="text" value="14"/>	<input type="text" value="7"/>
CHA Charisma	<input type="text" value="10"/>	<input type="text" value="5"/>

Skills

Acrobatics	Dexterity	<input checked="" type="checkbox"/>	<input type="text" value="12"/>
Arcana	Intelligence		<input type="text" value="7"/>
Athletics	Strength	<input checked="" type="checkbox"/>	<input type="text" value="15"/>
Bluff	Charisma		<input type="text" value="5"/>
Diplomacy	Charisma		<input type="text" value="5"/>
Dungeoneering	Wisdom		<input type="text" value="7"/>
Endurance	Constitution		<input type="text" value="5"/>
Heal	Wisdom		<input type="text" value="7"/>
History	Intelligence		<input type="text" value="7"/>
Insight	Wisdom		<input type="text" value="7"/>
Intimidate	Charisma		<input type="text" value="5"/>
Nature	Wisdom	<input checked="" type="checkbox"/>	<input type="text" value="12"/>
Perception	Wisdom	<input checked="" type="checkbox"/>	<input type="text" value="14"/>
Religion	Intelligence		<input type="text" value="5"/>
Stealth	Dexterity	<input checked="" type="checkbox"/>	<input type="text" value="12"/>
Streetwise	Charisma		<input type="text" value="5"/>
Thievery	Dexterity	<input checked="" type="checkbox"/>	<input type="text" value="12"/>

Hit Points

Max HP (Bloodied 37)	75	Temp HP
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Current Hit Points

Healing Surges

Surge Value	Surges/Day	
<input type="text" value="18"/>	<input type="text" value="7"/>	<input type="text"/>

Current Conditions:

Combat Statistics and Senses

Initiative	<input type="text" value="8"/>
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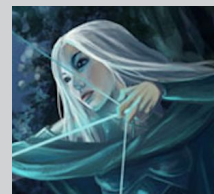
Conditional Modifiers:

Speed	<input type="text" value="6"/>
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Passive Insight	<input type="text" value="17"/>
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Passive Perception	<input type="text" value="24"/>
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Special Senses: Low-light



Valaneah
Character Name

Player Name

Character Details

Background

Birth - On Another Plane
Eladrin - Noble Birth
Geography - Forest
Occupation - Military
Society - Noble

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Crown of Doors (heroic tier)

Neck

Cloak of Translocation +2

Arms

Iron Armbands of Power (heroic...)

Hands

Gauntlets of Blood (heroic tier)

Rings

Rings

Off Hand

Sacrificial Longsword +2

Main Hand

Longsword of Shared Wrath +2

Waist

Armor

Hide Armor of Resistance +2

Feet

Tattoo

Ki Focus

Other Equipment

Potion of Healing (2)
Potion of Regeneration (heroic tier)
Backpack (empty)
Longbow
Camouflaged Clothing
Silk Rope (50 ft.)
Distance Longbow +1
Thieves' Tools
Flint and Steel
Crowbar
Footpads
Glass Cutter
Grappling Hook

Total Weight (lbs.)

68

Carrying Capacity (lbs.)

Treasure

1 pp; 144 gp
0 gp banked

Normal

180

Heavy

360

Max

900

Valaneah

Player Name

Character Name



Racial Features

Eladrin Education

Training in any one additional skill.

Eladrin Weapon Proficiency

Proficient with longsword.

Eladrin Will

+1 Will; +5 to saving throws against charm.

Fey Origin

Your origin is fey, not natural

Fey Step

Use fey step as an encounter power.

Trance

Meditate aware 4 hours instead of sleep.

Class/Other Features

Fighting Style

Choose Archer Fighting Style, Two-Blade Fighting Style, Beast Mastery, Marauder Fighting Style, Hunter Fighting Style.

Hunter's Quarry

Minor action, designate nearest enemy you see as quarry; deal extra damage to quarry once per round.

Running Attack

+1 to attack rolls after moving 2+ squares with standard action attack allowing movement

Sneak Attack

Deal 2d6 extra damage to target granting you combat advantage with light blade, hand crossbow, shortbow, or sling; 3d6 at 11th level, 5d6 at 21st level

Two-Blade Fighting Style

Wield one-handed weapon as off-hand weapon; gain Toughness as a bonus feat.

Versatile Expertise (Bow)

+1/+2/+3 feat bonus to attack rolls with Bows.

Versatile Expertise (Heavy Blade)

+1/+2/+3 feat bonus to attack rolls with Heavy Blades.

Feats

Eladrin Soldier

+2 damage and proficiency with longswords and spears

Toughness

Gain 5 additional hit points, 10 at 11th, 15 at 21st

Versatile Expertise

+1/2/3 bonus (per tier) to attacks with weapons and implements of your choice

Sneak of Shadows

Rogue: Thievery skill, Sneak Attack 1/encounter

Versatile Duelist

Flank on the Run

Don't provoke when moving around enemy and remaining adjacent

Two-Weapon Fighting

+1 damage while holding a melee weapon in each hand

Valaneah

Level 10 Eladrin Ranger

HP 75	SCORE	ABILITY	MOD	AC 23
	18	STR	4	
Spd 6	13	CON	1	Fort 22
	16	DEX	3	
Init +8	10	INT	0	Ref 21
	14	WIS	2	
	10	CHA	0	Will 20

17 Passive Insight

24 Passive Perception

Player Name:

Skills

Acrobatics	Dexterity	•	12
Arcana	Intelligence		7
Athletics	Strength	•	15
Bluff	Charisma		5
Diplomacy	Charisma		5
Dungeoneering	Wisdom		7
Endurance	Constitution		5
Heal	Wisdom		7
History	Intelligence		7
Insight	Wisdom		7
Intimidate	Charisma		5
Nature	Wisdom	•	12
Perception	Wisdom	•	14
Religion	Intelligence		5
Stealth	Dexterity	•	12
Streetwise	Charisma		5
Thievery	Dexterity	•	12

• 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

Melee Basic Attack

At-Will ♦ Standard Action

Longsword of Shared Wrath +2: +15 vs. AC, 1d8+11 damage

Sacrificial Longsword +2: +15 vs. AC, 1d8+11 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 (+4) damage.

Level 21: 2[W] + Str modifier (+4) damage.

Additional Effects

+1d6 to damage once per round (Hunter's Quarry)
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Distance Longbow +1: +12 vs. AC, 1d10+4 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 (+3) damage.

Level 21: 2[W] + Dex modifier (+3) damage.

Additional Effects

+1d6 to damage once per round (Hunter's Quarry)
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Basic Attack

Marauder's Rush

At-Will ♦ Standard Action

Longsword of Shared Wrath +2: +15 vs. AC, 1d8+13 damage

Sacrificial Longsword +2: +15 vs. AC, 1d8+13 damage

Melee weapon **Target:** One creature

You rush forward, trusting instinct to guide your attack.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+4) + Wis modifier (+2) damage.

Special: When charging, you can use this power in place of a melee basic attack.

Additional Effects

+1d6 to damage once per round (Hunter's Quarry)
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Ranger Attack 1

Twin Strike

At-Will ♦ Standard Action

Longsword of Shared Wrath +2: +15 vs. AC, 1d8+7 damage

Sacrificial Longsword +2: +15 vs. AC, 1d8+7 damage

Melee or Ranged weapon **Targets:** One or two creatures

If the first attack doesn't kill it, the second one might.

Keywords: Martial, Weapon

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.

Additional Effects

+1d6 to damage once per round (Hunter's Quarry)
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Ranger Attack 1

Off-Hand Strike

Encounter ♦ Minor Action

Longsword of Shared Wrath +2: +15 vs. AC, 1d8+11 damage

Sacrificial Longsword +2: +15 vs. AC, 1d8+11 damage

Melee weapon **Target:** One creature

A weapon in your off-hand allows for a quick attack.

Keywords: Martial, Weapon

Requirement: You must be wielding two melee weapons.

Attack: Strength vs. AC (off-hand weapon)

Hit: 1[W] + Str modifier (+4) damage (off-hand weapon).

Additional Effects

+1d6 to damage once per round (Hunter's Quarry)
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Ranger Attack 1

Used

Disruptive Strike

Encounter ♦ Immediate Interrupt

Longsword of Shared Wrath +2: +15 vs. AC, 1d8+11 damage

Sacrificial Longsword +2: +15 vs. AC, 1d8+11 damage

Melee or Ranged weapon **Target:** The attacking creature

You thwart an enemy's attack with a timely thrust of your blade or a quick shot from your bow.

Keywords: Martial, Weapon

Trigger: You or an ally is attacked by a creature

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

Hit: 1[W] + Str modifier (+4) damage (melee) or 1 [W] + Dex modifier (+3) damage (ranged). The target takes a penalty to its attack roll for the triggering attack equal to 3 + your Wis modifier (+2).

Additional Effects

+1d6 to damage once per round (Hunter's Quarry)
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Ranger Attack 3

Used

Assess and Strike

Encounter ♦ Standard Action

Longsword of Shared Wrath +2: +15 vs. Reflex, 1d8+7 damage

Sacrificial Longsword +2: +15 vs. Reflex, 1d8+7 damage

Melee weapon

Target: One creature

A brush with your off-hand weapon marks a spot on your enemy for a more accurate thrust from your main weapon.

Keywords: Martial, Weapon

Requirement: You must be wielding two melee weapons.

Primary Attack: Strength vs. Reflex (off-hand weapon)

Hit: 1[W] damage. Make a secondary attack against the target. You ignore any attack roll penalties to the secondary attack.

Secondary Attack: Strength vs. AC (main weapon)

Hit: 2[W] + Str modifier (+4) damage.

Additional Effects

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

+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Ranger Attack 7

Used

Jaws of the Wolf

Daily ♦ Standard Action

Longsword of Shared Wrath +2: +15 vs. AC, 2d8+11 damage

Sacrificial Longsword +2: +15 vs. AC, 2d8+11 damage

Melee weapon

Target: One creature

You use your weapons to hedge in your foe and trick him into exposing a weak spot, at which point you strike.

Keywords: Martial, Weapon

Requirement: You must be wielding two melee weapons.

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

Hit: 2[W] + Str modifier (+4) damage per attack.

Miss: Half damage per attack.

Additional Effects

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

+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Ranger Attack 1

Used

Snarling Wolf Stance

Daily ♦ Minor Action

Personal

Like an animal backed into a corner, you become deadlier in your desperation.

Keywords: Martial, Stance

Effect: Until the stance ends, whenever an enemy hits or misses you with a close or a melee attack, you can make a melee basic attack against it as an immediate reaction. You can then shift 3 squares but must not end the shift adjacent to any enemy.

Additional Effects

Ranger Attack 5

Used

Attacks on the Run

Daily ♦ Standard Action

Longsword of Shared Wrath +2: +15 vs. AC, 3d8+11 damage

Sacrificial Longsword +2: +15 vs. AC, 3d8+11 damage

Melee or Ranged weapon

Targets: One or two creatures

Without breaking stride, you make two attacks against a single foe or two different targets.

Keywords: Martial, Weapon

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] + Str modifier (+4) damage (melee) or 3 [W] + Dex modifier (+3) damage (ranged) per attack.

Miss: Half damage per attack.

Additional Effects

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

+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Ranger Attack 9

Used

Hunter's Quarry

At-Will ♦ Minor Action

Effect: 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. 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

Hunter's Quarry Power

Fast Hands

At-Will ♦ Free Action

Personal

Your fingers blur as you manipulate objects faster than the eye can follow.

Effect: You draw or sheathe a weapon, pick up an item in your space or adjacent to it, or retrieve or stow an item

Special: You can use this power only once per round.

Prerequisite: You must be trained in Thievery.

Additional Effects

Thievery Utility 2

Fey Step

Encounter ♦ Move Action

Personal

You step through the boundary between the planes, disappearing for a moment before reappearing somewhere else.

Keyword: Teleportation

Effect: Teleport up to 5 squares.

Additional Effects

Eladrin Racial Power

Used

Weave Through the Fray

Encounter ♦ Immediate Interrupt

Personal

You dodge through the thick of the fight, denying your foes a chance to pin you down in one spot.

Keyword: Martial

Trigger: An enemy moves adjacent to you

Effect: You can shift a number of squares equal to your Wis modifier (+2).

Additional Effects

Ranger Utility 6

Used

Resume the Hunt

Encounter ♦ Free Action

Personal

You drop a foe and then sprint away in search of the next fight.

Keyword: Martial

Trigger: You reduce an enemy to 0 hit points

Effect: You move your speed. You don't provoke opportunity attacks for leaving a square at the start of this movement. Until the end of your next turn, you gain a +2 bonus to all defenses.

Additional Effects

Ranger Utility 10

Used

Sacrificial Longsword +2

Weapon ♦ Level 6

Damage: 1d8

Proficiency Bonus: 3

Properties: Versatile

Enhancement: +2 attack rolls and damage rolls

Critical: +1d6 damage per plus

Power ♦ Daily (Free Action)

Use this power when you hit with the weapon. Spend a healing surge, and instead of regaining hit points, you cause the target to become weakened until the end of your next turn.

Gauntlets of Blood (heroic...)

Hands Slot Item ♦ Level 4

Properties

You gain a +2 bonus to damage rolls against bloodied targets.

Iron Armbands of Power...

Arms Slot Item ♦ Level 6

Properties

Gain a +2 item bonus to melee damage rolls.

Potion of Regeneration...

Consumable ♦ Level 9

Utility Power (Healing) ♦ Consumable (Minor Action)

Effect: You drink this potion and lose a healing surge. You then gain regeneration 5 while you're bloodied until the end of the encounter.

Crown of Doors (heroic tier)

Head Slot Item ♦ Level 6

Properties

Gain a +2 item bonus to Perception checks to find secret doors and hidden passages.

Potion of Healing

Consumable ♦ Level 5

Power (Healing) ♦ Consumable (Minor Action)

Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

Cloak of Translocation +2

Neck Slot Item ♦ Level 9

Enhancement: +2 Fortitude, Reflex, and Will

Properties

When you use a teleportation power, you gain a +2 bonus to AC and Reflex until the end of your next turn.

Power ♦ Daily (Minor Action)

You regain the use of an encounter teleportation power that you have already used during this encounter.

Distance Longbow +1

Weapon ♦ Level 1

Damage: 1d10

Proficiency Bonus: 2

Range: 20/40

Properties: Load Free

Enhancement: +1 attack rolls and damage rolls

Critical: None

Properties

Increase the weapon's normal range by 5 squares and the long range by 10 squares.

Longsword of Shared Wrath...

Weapon ♦ Level 7

Damage: 1d8

Proficiency Bonus: 3

Properties: Versatile

Enhancement: +2 attack rolls and damage rolls

Critical: +1d8 damage per plus

Power ♦ Daily (Immediate Reaction Action)

Trigger: An enemy bloodies you.

Effect: One ally within 5 squares of you can make a basic attack as a free action.

Hide Armor of Resistance +2

Armor ♦ Level 7

Armor Bonus: 3

Check: -1

Enhancement: +2 AC

Properties

Resist 5 to a damage type chosen from the following list at the time the armor is created: acid, cold, fire, force, lightning, necrotic, poison, psychic, thunder.