### RACTER For Oungeons and Oragons 4th Edicion PLAYER NAME Ruth **CHARACTER NAME** Lillian DEITY ALIGNMENT Good RACE Eladrin **AGE** 20 **GENDER** Female SIZE Medium WEIGHT 130 **HEIGHT** 5'6" 58,000 NEEDED EXPERIENCE **CLASS** Ranger PARAGON Battlefield Archer EPIC DESTINY LEVEL 15 69,000 Iniciative CONDITIONS Ability Scores 12 18 2 5 STR 20 = 13 + 6 16 2 4 11 CON 18 Oefenses Resistance AC 21 6 13 1 DEX 28 = 17 + 6 + 5 +5 ranged weapon 16 1 INT FORTITUDE 17 + 5 1 15 1 10 WIS 16 REFLEX 6 13 CHA WILL 3 Saving Throw 1 DIC POINTS ACTION DOINTS Max HP DAMAGE ADD. EFFECTS WHILE BLOODIED auto save vs fire 0 9 98 98 ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS SECOND WIND (1/ENCOUNTER) 49 Темр НР BLOODIED (1/2 HP) Accacks & Dowers WEAPON OR POWER PROPERTIES (HIGH CRIT, MAGICAL EFFECTS, ETC.) crit +5d6; (daily, free, target disappears until start of your next turn w/in 3 sqr) Void Crystal long sword +5 Dex AC 25 7 6 5 1 5 1 1d8 6 2 5 4 Basic Attack long sword +3 6 2 3 4 Basic Attack Dex AC 6 5 1 3 1d8 +spore burst effect[3], +6 vs FOR, 1d10+3 dam necrotic using arrows from elemental quiver, see below spore burst long bow w/ AC 7 1d10 6 6 8 4 Basic Attack 6 Dex elemental arrows crit+5d6 dam, +5d10 dam vs element (daily minor action +5 to hit vs element) 0 0 7 0 7 Equipment Skills **LEACS** AC-WILL DOWERS ABIL+1/2 LVL WEIGHT LOCATION OTY SKILL NAME Misc ABILITY Twin Strike Armor: C.L.H. standard adventurer's kit ACROBATICS DEX Х 13 Weapon: simple & military melee Careful Attack quiver w/ 30 arrows & ranged Archer's Action Int 14 10 4 Jack of All Trades, Improved Battlefield Experience ATHLETICS STR 14 12 2 Initiative, Two weapon fighting BLUFF Second Chance (reroll) Сна 11 9 2 Eladrin Soldier +2 dam, to hit 11 DIPLOMACY CHA 9 2 longsword/spear DUNGEONEERING Wis 10 Lethal Hunter, Sly Hunter +3dam Far shot (increase range by 5) ENDURANCE Con 11 Devastating Crit +1d10 10 2 HEAL Wis Sly Hunter +3 dam with bow 10 HISTORY Int 14 4 Encounter Powers RACIAL FEATURES 2 10 INSIGHT Wis 12 Eladrin (PHB 38), Fey Fey Step 2 INTIMIDATE Сна 11 9 Two-Fanged Strike Low light vision Wis 10 Х long sword proficiency Unbalancing Parry NATURE Trance 4 hr rest Cut and Run 12 10 2 PERCEPTION Wis Weave through the Fray RELIGION 12 10 2 Int Claws of the Griffon Expeditious Strike 13 х DEX 18 STEALTH Combined Fire 11 2 STREETWISE 9 CHA Archer's Glory 13 2 Knockdown Shot THIEVERY DEX ANGUAGES Class/Dath/Desting Common, Elven TOTAL WEIGHT Ranger (PHB 103) Split the Tree Wealth Other Valuables Battle Field Archer (PHB 113) Splintering Shot Martial, Striker Spray of Arrows 100,000 GP (deposited in a bank in Sigil) ASTRAL DIAMOND Hunter's Quarry Bleeding Wounds 1 of each elemental coin (non-magical) Prime Shot 50 pp PLATINUM PIECES GOLD PIECES 338 gp

22 sp

500 gp

SILVER PIECES
COPPER PIECES

GEMS/JEWELRY\*

# MAGICAL ITEMS For Oungeons and Oragons 4th Edicion

Miscellaneous Items



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Magical Items										
ITEM NAME	QTY	WEIGHT	LOCATION	VALUE	Level 1	DESCRIPTION				
long sword +3			_	-						
spore burst long bow			_	-				DR, 1d10+3 necrotic damage		
Eladrin Fireburst armor	_				-	leather, addl +4 (auto s	ave vs Fire)			
ring of undead appearance					السلا	mummy				
ring - speak to animals										
Void Crystal long sword					24	+5 to hit, dam; crit +5c	ree, target disappears until start of your next turn w/in 3 sqr)			
barbed baldric			belt		15	anyone who grabs take	s 2d8 damage	ge, AV-164		
life-draining gloves			hands		16	+4 necrotic dam, +20 t	emp HP after	er hit, MME-66		
cloak of distortion			neck		14	-5 to hit by ranged weapon AV-151				
elemental quiver						full set of arrows magically reappears on a daily basis				
waterbane arrows	5					+5 to hit, damage, crit-	+5d6 dam, +5	+5d10 dam vs water (daily minor action +5 to hit vs water)		
firebane arrows	5					+5 to hit, damage, crit+5d6 dam, +5d10 dam vs fire (daily minor action +5 to hit vs fire)				
earthbane arrows	5					+5 to hit, damage, crit+5d6 dam, +5d10 dam vs earth (daily minor action +5 to hit vs earth)				
airbane arrows	5					+5 to hit, damage, crit+5d6 dam, +5d10 dam vs air (daily minor action +5 to hit vs air)				
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Potions										
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RITUAL NAME	QTY	LEVEL	Тіме	DURATION	Сомр Со	OST KEY SKILL	VALUE	Effect		
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ITEM NAME	QTY	LOCATION	VALUE	DESCRIPTION

## Dungeons and Oragons 4th Edition Lillian Campaign Dlayer's Name Ruth ATTACK DEFENSE LEVEL ATTACK DEFENSE LEVEL POWER NAME Hunter's Quarry Prime Shot 1 Martial N/A N/A Weapon Ranger Martial N/A N/A Weapon Ranger Minor Melee Weapon 1 creature Standard Ranged Weapon 1 creature RESULT Mark foe as quarry If no allies are nearer to your target than you, +1 to hit. Once per round, you deal 1d8 extra damage to quarry. PHB 104 PHB 104 DEFENSE DEFENSE POWER NAME Twin Strike POWER NAME Careful Attack Str vs AC D+2 vs AC 1 1 N/A N/A Weapon Martial N/A Weapon Ranger Martial N/A Ranger Melee Weapon Ranged Weapon Standard 1 or 2 creatures Standard 1 creature RESULT If the first attack doesn't kill it, the second might. You study the enemy, looking for a gap in defense. When you find it, you strike. You must be wielding two melee weapons or ranged weapon. Two Melee weapons or ranged weapon. 1[W] per attack 1[W] PHB 105 +1PHB 105 LEVEL LEVEL POWER NAME Archer's Action POWER NAME Battlefield Experience 11 N/A N/A N/A N/A Battlefied Archer N/A N/A N/A N/A Battlefield Archer Melee Weapon Melee Weapon Standard Standard You can spend an action point to reroll one ranged attack or damage roll. You can designate up to Wis mod creature as quarry and receive +1 bonus attack against all. PHB 113 PHB 113 POWER NAME POWER NAME N/A N/A N/A N/A N/A N/A N/A N/A Standard Melee Weapon Standard Melee Weapon RESULT RESULT POWER NAME POWER NAME N/A N/A N/A N/A N/A N/A N/A N/A Melee Weapon Melee Weapon Standard Standard

### Dungeons and Oragons 4th Edition Lillian Campaign Dlayer's Name Ruth DEFENSE LEVEL ATTACK DEFENSE ATTACK POWER NAME Fey Step POWER NAME Two-Fanged Strike Dex vs AC 1 Arcane N/A Teleportation N/A Eladrin Martial N/A N/A Weapon Ranger Standard Melee Weapon Personal Standard Ranged Weapon 1 creature With a step, you vanish from one place appear in another. You sink two arrows or both blades into the flesh of your enemy. Teleport up to five squares. 1[W]+Dex mod dam per attack If both hit gain an extra + Wis dam **PHB 38** PHB 105 DEFENSE POWER NAME Unbalancing Parry POWER NAME Cut and Run Dex vs AC 3 Martial N/A N/A Weapon N/A N/A Weapon Ranger Martial Ranger Immed. Reaction Melee Weapon Standard Ranged Weapon 1 or 2 creatures 1 creature RESULT You attack twide while maneuvering yourself. You block your enemy's strike and use his momentum against him, causing him to stumble. You must be wielding 2 melee or a ranged weapon. An enemy misses you with melee attack. After the first or secon attack, shift a number of squared = 1+Wis mod. Slide the enemy into a adjacent square and gain combat advantage until the end of Hit: 1[W]+Dex mod damage per attack. PHB 106 next turn. PHB 106 ATTACK DEFENSE POWER NAME Weave through the Fray POWER NAME Claws of the Griffon vs AC 7 Str N/A N/A Martial N/A N/A Ranger Martial N/A N/A Ranger Immed. Interrupt Melee Weapon Personal Standard Melee Weapon 1 or 2 creatures RESULT You dodge through the thick of the fight, denying your foes a clean shot. Your steel blades flash meacingly as you taunt your foes with parries and cut deep wounds. An enemy moves adjacent to you. You can shift a number of squares equal to Wis You must be wielding two melee weapons. mod. 2[W]+Str (main) and 1[W]+Str (off) PHB 108 PHB 108 ATTACK DEFENSE POWER NAME Epeditious Stride POWER NAME Combined Fire Dex vs AC 10 11 N/A N/A Martial N/A Ranger Martial N/A N/A Implement Battlefield Archer Personal Standard Ranged Weapon 1 creature Minor RESULT Until the end of your next turn, your speed increases by 4 and you can shift 1 You can attack one creature already attacked by your ally with a ranged or area additional square. attack. 3[W] + dex mod dam PHB 108 PHB 114 DEFENSE POWER NAME Archer's Glory POWER NAME Knockdown Shot Dex vs Ref 12 13 Martial N/A N/A N/A Battlefield Archer Martial N/A N/A Weapon Ranger Free Personal Standard Melee Weapon 1 creaure RESULT 2[w] + Dex mod damage and target is knocked prone. One of your ranged attacks drops an enemy to 0 HP or fewer. You gain an action point that you must spend before the end of your next turn. PHB 109 PHB 114

## DAILY POWERS For Oungeons and Oragons 4th Edicion



Character Name Lillian	Campaign	Player's Name Ruth	Level
POWER NAME Split the Tree	Dex vs AC 1	POWER NAME Splintering Shot	Dex vs AC 5
	reasonies Prerequisite/Requirement Ranger Target 2 creatures  id-flight to strike two different	Power Source Damage Type Effect Type Accessories  Martial N/A N/A Weapon  Action Range Standard Ranged Weapon  RESULT  Your arrow burrows into flesh and shatters.	Prerequisite/Requirement Ranger Target 1 creature
targets.  Make two attack rolls, take the highest and apply 2[W]+Dex  PHB 106	to both.	3[W]+Dex mod dam and target has -2 to hit until end of en PHB 107	counter.
POWER NAME Spray of Arrows	ATTACK DEFENSE LEVEL  Dex VS AC 9	POWER NAME Bleeding Wounds	Attack Defense Level Dex vs AC 15
	CESSORIES PREREQUISITE/REQUIREMENT  /eapon Ranger  TARGET  all in blast	Power Source Damage Type Effect Type Accessories  Martial N/A N/A Weapon  Action Range Standard Melee Weapon  Result	Prerequisite/Requirement Ranger Target 1, 2 or 3 targets
You fire repeatedly with a short draw, showering 2[W]+Dex mod dam miss: half damage PHB 108	arrows at each enemy.	1[W]+Dex mod dam per attack on 1 to 3 targets. (Three at Target hit 1, 2 or 3 times takes 5, 10 or 15 on-going damag Miss: half damage and no on-going damage.  PHB 109.	
Power Name	ATTACK DEFENSE LEVEL	Power Name	ATTACK DEFENSE LEVE
Power Source Damage Type Effect Type Ac	CESSORIES PREREQUISITE/REQUIREMENT  /A  TARGET	POWER SOURCE DAMAGE TYPE EFFECT TYPE ACCESSORIES  N/A N/A N/A  ACTION RANGE  Standard Melee Weapon  RESULT	Prerequisite/Requirement Target
Power Name	ATTACK DEFENSE LEVEL	Power Name	ATTACK DEFENSE LEV
	CESSORIES PREREQUISITE/REQUIREMENT  /A  TARGET	Power Source         DAMAGE Type         EFFECT Type         Accessories           N/A         N/A         N/A         N/A           Action         RANGE         Standard         Melee Weapon           RESULT         RESULT         RESULT         RESULT	Prefequisite/Requirement Target
N/A N/A N/A N	ATTACK DEFENSE LEVEL  VS  CESSORIES PREREQUISITE/REQUIREMENT  /A	POWER NAME  POWER SOURCE DAMAGE TYPE EFFECT TYPE ACCESSORIES  N/A N/A N/A N/A  N/A	ATTACK DEFENSE LEVE VS PREREQUISITE/REQUIREMENT
ACTION RANGE Standard Melee Weapon RESULT	TARGET	ACTION RANGE Standard Melee Weapon RESULT	TARGET