### CHARACTER SHEET For Oungeons and Oragons 4th Edicion

# " GNOgaming

CHARACTER NAME Lillian	PLAY	er Name Ruth	DEITY	ALIGN	MENT Good
RACE Eladrin	AGE 20 GENDER Fem	ale SIZE Medium	HEIGHT 5'6"	Weight 130	Current Experience 17,590
CLASS Ranger	PARAGON PATH	EPIC DESTINY		LEVEL 9	Needed Experience 20,500
Ability Scores	DEX+1/2 LVL MISC	Speed Base Armor Item	MISC SPECIAL MOVEMENT	C	ONDICIONS
	$\frac{8}{13} = 9 + 4$	6 = 6 + +	+		
	T DEFENSES AC 10+1/2 LVL ARMO	ABIL CLASS FEAT ENH	MISC MISC CONDITIONAL BONUSES		Resistance
	$\begin{array}{c} 9 \\ \text{MOD}+1/2 \text{ LVL} \end{array} = 14 + 6 \end{array}$	+ 5 + + + +	+		
	$\frac{1}{100 + 1/2 \text{ Lyl}}  \text{Fortitude } 19 = 1$	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	MISC. MISC. CONDITIONAL BONUSES		
		4 + 5 + 1 + + +	+		
CHARISMA 13 13 RACIAL ENHANCE 1 MODIFIER	$5_{\text{MOD}+1/2 \text{ LVL}} \text{ WILL } 17 = 1$	4 + 2 + + + 1 +	+		
DIC DOINCS MAX HP CURRENT DAMAGE ADD. EFFECTS WHILE BLOODED			ive Senses	ACTION DOINTS	
68         68	9	auto save vs fire PASSIV INSIGH SPECIAI	NE 18 PASSIVE PERCEPTION 18	0	
DEATH SAVE 34				ADDITIONAL EFFECTS FOR	R SPENDING ACTION POINTS
FAILURES TEMP HP BLOODIED (1/2 HP)	SURGE VALUE SECOND WIND (1/4 HP) (1/ENCOUNTER)				
ACCACKS & DOWERS WEAPON OR POWER	Attack Bonus		DAMAGE DAMAGE DICE BONUS AND T	PROPERT	IES (HIGH CRIT, MAGICAL EFFECTS, ETC.)
long sword +1 Usage Basic Attack	ATTACK DEFENSE RANGE LONG	1/2 LvL         ABIL         CLASS         PROF         FEAT         ENH         MISC           4         5         5         1         3	ABIL F	2 3	
long sword +1 Basic Attack	Dex vs AC 16	4 5 5 1 1	1d8 + 8 5	2 1	
enora hurst long how					burst effect[3], +6 vs FOR, 1d10+3 dam necrotic
spore burst long bow Basic Attack	Dex vs AC 14	4 5 2 3	1d10 + 8 5	3	
	vs 4	4	+ 0		
	vs 4	4	+ 0		
		4	+ 0		
EQUIDODENT Item Qty Weight	LOCATION SKILL NAME	Ability Total Abil+1/2 Trained LVL (+5) Misc Ai	RMOR Armor: C,L,H		NC-WILL DOWERS
standard adventurer's kit quiver w/ 30 arrows	ACROBATICS	Dex 14 9 X	Weapon: simple & & ranged		Careful Attack
	ARCANA ATHLETICS	INT 11 7 4 STR 10 8 2	Jack of All Trades Improved Initiativ		
	BLUFF DIPLOMACY	CHA         7         5         2           CHA         7         5         2	Two weapon fight Second Chance (re	ing eroll)	
	DIPLOMACT	Wis         11         6         X	Eladrin Soldier +2 longsword/spear	dam, to hit	
	Endurance Heal	Con         12         7         X            Wis         8         6         2         2	Lethal Hunter	Ŧ	
	HISTORY	INT 11 7 4	Racial Feacure		Encounter Powers
	INSIGHT	WIS         8         6         2           CHA         7         5         2	Eladrin (PHB 38), Low light vision	Fey	Fey Step Two-Fanged Strike
	NATURE	WIS 11 6 X	long sword profici Trance 4 hr rest	ency	Unbalancing Parry Cut and Run
	PERCEPTION RELIGION	WIS         8         6         2           INT         9         7         2	Traice 4 in rest		Weave through the Fray Claws of the Griffon
	STEALTH	Dex 14 9 X			
	STREETWISE	CHA         7         5         2           Dex         11         9         2			
	Languages				
Total Weight	Common, E	ven	Class/Path/O		Daily Powers
Weilth	cher Valuables		Ranger (PHB 103) Martial, Striker		Split the Tree Splintering Shot
Astral Diamond			Hunter's Quarry Prime Shot		Spray of Arrows
PLATINUM PIECES50 ppGOLD PIECES338 gp					
SILVER PIECES 22 sp					
COPPER PIECES GEMS/JEWELRY* 500 gp					
GEMS/JEWELRY* 500 gp					

# **MAGICAL TEMS** For Ourgeons and Oragons 4ch Edicion

#### MAGICAL ICEMS QTY WEIGHT LOCATION VALUE LEVEL DESCRIPTION ITEM NAME long sword +3 spore burst long bow +3, spore burst, effect: 3, +6 vs FOR, 1d10+3 necrotic damage Eladrin Fireburst armor leather, addl +4 (auto save vs Fire) ring of undead appearance mummy ring - speak to animals long sword +1

\* 20 M

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Potions					
POTION NAME	Qty	LOCATION	VALUE	LEVEL	DESCRIPTION

Image:	ITCUAL SCROLLS									
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Miscellaneous	lzems			
ITEM NAME	Qty	LOCATION	VALUE	DESCRIPTION

## AT-WILL POWERS

VIC NIC

Charact	er Name L	illian	(	Campaign		Play	jer's Name Ruth		Level
Power N	AME Hunte			ATTACK DEFENSE LEVEL	Power N	NAME Prim			ATTACK DEFENSE LE
ower Source Martial	E DAMAGE TYPE	EFFECT TYPE N/A	Accessories Weapon	PREREQUISITE/REQUIREMENT Ranger	Power Source Martial	E DAMAGE TY	N/A	Accessories Weapon	PREREQUISITE/REQUIREMENT
ACTION Minor LESULT	RAN	elee Weapon		TARGET 1 creature	ACTION Standard Result		anged Weapon		TARGET     1 creature
Mark foe Once per PHB 104		al 1d8 extra dama	ge to quarry.		If no allie PHB 104	s are nearer	to your target than y	you, +1 to hit.	
OWER N	AME Twin	Strike		ATTACK DEFENSE LEVEL	Power N	NAME Care	ful Attack		ATTACK DEFENSE LE D+2 VS AC
Power Source Martial	E DAMAGE TYPE N/A	EFFECT TYPE N/A	Accessories Weapon	Prerequisite/Requirement Ranger	Power Source Martial	E DAMAGE TY	N/A	Accessories Weapon	Prerequisite/Requirement Ranger
ACTION Standard Result	RAN Me	elee Weapon		Target           1 or 2 creatures	ACTION Standard Result		anged Weapon		TARGET 1 creature
1[W] per PHB 105	attack			Attack Defense Level	Two Mele 1[W] PHB 105	ee weapons o	or ranged weapon.		Attack Defense Le
OWER N				VS VS	Power N				VS DEFENSE E
ower Sourci N/A .ction Standard esult	N/A Ran	CE Elee Weapon	Accessories N/A	PREREQUISITE/KEQUIREMENT	Power Source N/A Action Standard Result	N/A R/	PE EFFECT TYPE N/A ANGE Melee Weapon	ACCESSORIES N/A	PREREQUISITE/REQUIREMENT
Power N				ATTACK DEFENSE LEVEL VS	Power N				Attack Defense Li vs
ower Sourci N/A	E DAMAGE TYPE	EFFECT TYPE	Accessories N/A	PREREQUISITE/REQUIREMENT	POWER SOURCE	E DAMAGE TY	PE EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT

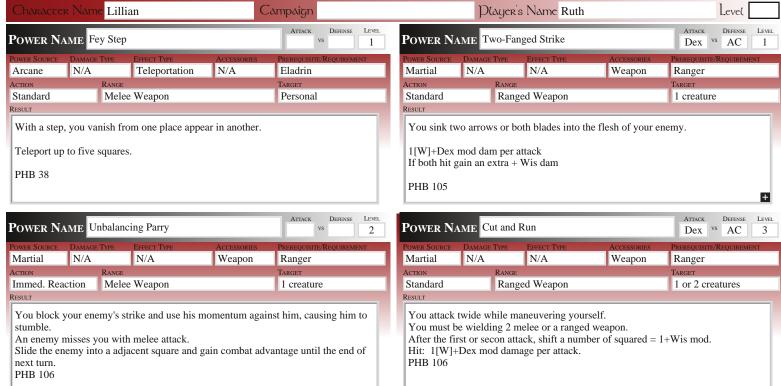
Power Na	ME					VS		
POWER SOURCE	DAMAGE	Type	EFFECT TYPE	Accessories	PREREQU	ISITE/REQUI	REMENT	
N/A	N/A		N/A	N/A				
ACTION		RANGE			TARGET			
Standard		Melee	Weapon					
RESULT								
								E

IN/A	IN/A			
ACTION	Range			TARGET
Standard	Mel	ee Weapon		
RESULT				
1				
				ATTACK DEFENSE I D
Power N4	AME.			Attack Defense Le vs
Power NA				vs
Power Source	DAMAGE TYPE	EFFECT TYPE	Accessories	
		EFFECT TYPE N/A	Accessories N/A	vs
Power Source	DAMAGE TYPE	N/A		vs
Power Source N/A	Damage Type N/A Range	N/A		vs PREREQUISITE/REQUIREMENT
Power Source N/A Action Standard	Damage Type N/A Range	N/A		vs PREREQUISITE/REQUIREMENT
Power Source N/A Action	Damage Type N/A Range	N/A		vs PREREQUISITE/REQUIREMENT

Power NA	ME			ATTACK DEFENSE LEVEL
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	Accessories	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	
ACTION	RANGE			TARGET
Standard	Mele	e Weapon		
RESULT				
1				

### ENCOUNTER POWERS

#### For Oungeons and Oragons 4ch Edicion



ATTACK DEFENSE LEVEL POWER NAME Weave through the Fray VS Martial N/A N/A N/A Ranger Immed. Interrupt Melee Weapon Personal RESULT You dodge through the thick of the fight, denying your foes a clean shot. An enemy moves adjacent to you. You can shift a number of squares equal to Wis mod.

PHB 108

Power Na	ме			ATTACK DEFENSE LEVEL
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	Accessories	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	
ACTION	RANG	Е		TARGET
Standard	Me	lee Weapon		
RESULT				

Power Na	ME			ATTACK DEFENSE LEVEL
POWER SOURCE	DAMAGE TY	PE EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	
ACTION	R	ANGE		Target
Standard	1	Melee Weapon		
RESULT				

POWER NAME         Claws of the Griffon         ATTACK         DEFENSE         Level           Str         VS         AC         7								
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	Accessories	PREREQUISITE/REQUIREMENT				
Martial	N/A	N/A	N/A	Ranger				
ACTION	Range			TARGET				
Standard	Mele	e Weapon		1 or 2 creatures				
RESULT								
wounds. You must be		melee weapons.		vith parries and cut deep				
PHB 108								

ATTACK

VS

DEFENSE

LEVE

 Power NAME

 Power Source
 DAMAGE TYPE

 FPECT TYPE
 Accessories

 N/A
 N/A

 N/A
 N/A

 Action
 Range

 Standard
 Melee

 Result
 Result

Power NA	ME				Attack Defense Vs	LEVEL
Power Source	DAMAGE	Type	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREME	ENT
N/A	N/A		N/A	N/A		
ACTION		RANGE			TARGET	
Standard		Mele	e Weapon			
RESULT						

#### PC **DWERS** Y

For Oungeons and Oragons 4th Edicion

Player's Name Ruth

Ogaming Level

Character Name Lillian Campaign						
Power NA	ME Split the	Tree		Attack Defense L Dex Vs AC	level 1	
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	Accessories	PREREQUISITE/REQUIREMENT		
Martial	N/A	N/A	Weapon	Ranger		
ACTION	Range			TARGET		
Standard	Rang	ged Weapon		2 creatures		
RESULT		•			_	

You fire two arrows at once, which separate in mid-flight to strike two different targets.

Make two attack rolls, take the highest and apply to both. 2[W]+Dex

PHB 106

PHB 108

POWER SOURCE

Standard

N/A

ACTION

RESULT

POWER NAME

DAMAGE TYPE

Range

N/A

EFFECT TYPE

N/A

Melee Weapon

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	Accessories	PREREOUISITE/REOUIREMENT
Martial	N/A	N/A	Weapon	Ranger
ACTION	Range			TARGET
Standard Ranged Weapon			1 creature	

3[W]+Dex mod dam and target has -2 to hit until end of encounter.

PHB 107

+

ATTACK

TARGET

Accessories

N/A

DEFENSE

VS

PREREQUISITE/REQUIREMENT

LEVEL

]	Power Na	ME Sp	ray of 4	Arrows		Attack Dex vs	Defense AC	Level 9
]	Power Source	DAMAGE	Гуре	EFFECT TYPE	Accessories	PREREQUISITE/RE	EQUIREME	NT
	Martial	N/A		N/A	Weapon	Ranger		
4	ACTION		RANGE			TARGET		
	Standard		Close	Blast [3]		all in blast		
1	RESULT							
	You fire rep 2[W]+Dex n miss: half da	nod dar		short draw, shov	vering arrows at	each enemy.		

Power NA	AME			ATTACK DEFENSE LEVEL
Power Source N/A	DAMAGE TYPE N/A	EFFECT TYPE N/A	Accessories N/A	PREREQUISITE/REQUIREMENT
ACTION Standard	RANGE	e Weapon		Target
RESULT				

Power NA	AME			ATTACK DEFENSE LEVEL
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	
ACTION	Range			TARGET
Standard	Mele	e Weapon		
RESULT				

Power NA	ME			ATTACK DEFENSE LEVEL
Power Source N/A	Damage Type N/A	EFFECT TYPE N/A	Accessories N/A	PREREQUISITE/REQUIREMENT
ACTION Standard	Range Mele	e Weapon		TARGET
RESULT				

Power Source N/A	Damage N/A	Type	Effect Type N/A	Accessories N/A	PREREQUISITE/REQUIREMENT
ACTION	11/11	RANGE	11/71	11/14	TARGET
Standard		Melee	Weapon		
RESULT					

Power NA	AME			ATTACK DEFENSE LEVEL
Power Source N/A	DAMAGE TYPE N/A	EFFECT TYPE N/A	Accessories N/A	PREREQUISITE/REQUIREMENT
ACTION Standard	Rano	E lee Weapon		Target
RESULT				

Power NA	AME	ATTACK DEFENSE LEVEL		
POWER SOURCE	DAMAGE TYPE	Effect Type	Accessories	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	
ACTION	Range	1		TARGET
Standard	Mel	ee Weapon		
RESULT				