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

GNOgaming

| Potions | | | | | |
|-------------|-----|----------|-------|-------|-------------|
| POTION NAME | Qty | LOCATION | VALUE | LEVEL | DESCRIPTION |
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| Miscellaneous | lzems | | | |
|---------------|-------|----------|-------|-------------|
| ITEM NAME | Qty | LOCATION | VALUE | DESCRIPTION |
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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 |

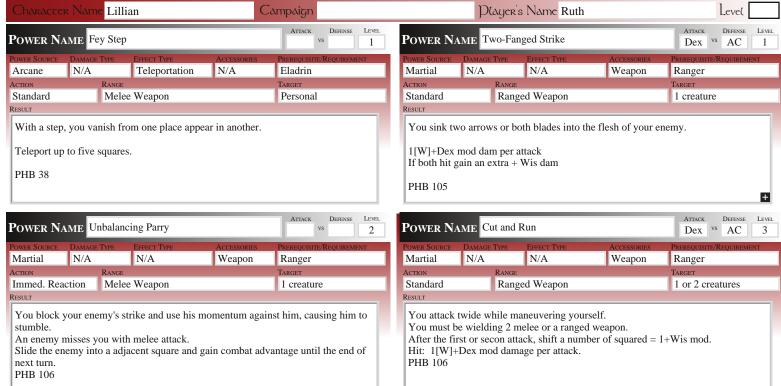
| Power Na | ME | | | | | VS | | |
|--------------|--------|-------|-------------|-------------|---------|-------------|--------|---|
| POWER SOURCE | DAMAGE | Type | EFFECT TYPE | Accessories | PREREQU | ISITE/REQUI | REMENT | |
| N/A | N/A | | N/A | N/A | | | | |
| ACTION | | RANGE | | | TARGET | |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