### RACTER For Oungeons and Oragons 4th Edicion CHARACTER NAME Tchict'Ict **DEITY** The Insect God **ALIGNMENT** Lawful Good PLAYER NAME Joseph RACE Thri-Kreen **GENDER** Male SIZE Medium **Неі**GHT 6'4" WEIGHT 225 AGE PARAGON Thri-Kreen Predator NEEDED EXPERIENCE CLASS Ranger - Hunter EPIC DESTINY Level 1 Iniciative CONDITIONS Ability Scores 18 2 5 STR 20 5 + 2 3 3 CON 16 16 Oefenses Resistance AC 5 18 2 DEX 20 20 = 10 + 4 + 5 + +4 vs opp att 13 INT 13 FORTITUDE 16 = 10 + 5 1 14 WIS 14 REFLEX 5 10 0 CHA WILL 2 DIC POINCS Action Points Max HP DAMAGE ADD. EFFECTS WHILE BLOODIED PASSIVE PERCEPTION 0 9 33 SPECIAL SENSES 33 ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS SECOND WIND (1/ENCOUNTER) 16 Темр НР BLOODIEI (1/2 HP) ACCACKS & DOWERS WEAPON OR POWER PROPERTIES (HIGH CRIT, MAGICAL EFFECTS, ETC.) DAMAGE DICE Lotulis (main hand) Basic Attack Str AC 8 0 5 2 1 1d10 6 5 1 Lotulis (off hand) AC 5 2 5 Basic Attack Str 0 1d8 Tortoise Blade Basic Attack AC 0 5 2 1d6 5 Str Tortoise Blade 0 | 5 2 Basic Attack AC 1d6 5 Str long bow 0 5 2 1d10 6 5 | Basic Attack AC 1 0 0 0 Eguipment Skills **LEACS** AC-WILL DOWERS OTY WEIGHT LOCATION SKILL NAME MISC ARMOR ABILITY Armor: Cloth Leather Hide Twin Strike Tortoise Blade 14.0 lower arms ACROBATICS Dex Х 5 Weapon: Simple & Military Fading Strike 40.0 Melee & Ranged Lotulis -twin crescent polearm 1 upper arms Int 1 Toughness = 5 HP/tier leather armor 15.0 ATHLETICS STR х 5 2 Hunter's Quarry- mark foe,+1d6 33.0 Standard Adventurer's Pack BLUFF Сна 0 0 dam Quick Draw +2 init long bow 3.0 DIPLOMACY CHA 0 Two Weapon Defense +1 AC/Ref quiver w/ 20 arrows DUNGEONEERING Wis 2 Two Weapon Fight +1 dam ENDURANCE Con 3 HEAL Wis 2 HISTORY Int 1 Encounter Powers RACIAL FEATURES 2 INSIGHT Wis Thri-Kreen (DSCS 22) Thri-Kreen Claws INTIMIDATE Сна 0 Multiple Arms - Free actions Two-Fanged Strike Natural Jumper - Running start NATURE Wis 2 Х 2 Torpor 4 hrs for extended rest 2 PERCEPTION Wis RELIGION 1 Int 5 х DEX 10 STEALTH 0 STREETWISE 0 CHA 5 THIEVERY DEX Languages Class/Path/Desting Common, Thri-Kreen TOTAL WEIGHT Ranger (PHB 103) Hunter's Bear Trap Ocher Valuables Wealth Martial, Striker Hunter Fighting Style (MP2 32) ASTRAL DIAMOND Running Attack, if move then attack +1 to hit PLATINUM PIECES 2 gp GOLD PIECES SILVER PIECES COPPER PIECES GEMS/JEWELRY\*

# MAGICAL ITEMS For Oungeons and Oragons 4th Edicion



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### Dungeons and Oragons 4th Edicion Campaign Tchict'Ict Dlayer's Name DEFENSE LEVEL ATTACK ATTACK DEFENSE LEVEL POWER NAME Twin Strike POWER NAME Fading Strike Str vs AC Dex vs AC 1 Martial Martial N/A N/A Weapon Ranger N/A N/A N/A Ranger Standard Melee Weapon 1 or 2 creatures Standard Melee Weapon 1 creature RESULT 1[W] + Dex dam, shift 2 squares to a non-adjacent site You must be wielding two weapons. 1[W] damage per attack MP2 33 PHB 105 DEFENSE LEVEL DEFENSE LEVEL Power Name POWER NAME N/A N/A N/A N/A N/A N/A N/A N/A Melee Weapon Standard Melee Weapon Standard RESULT RESULT DEFENSE LEVEL DEFENSE LEVEL 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 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 RESULT RESULT ATTACK DEFENSE LEVEL 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 Campaign Tchict'Ict Dlayer's Name ATTACK DEFENSE LEVEL ATTACK DEFENSE LEVEL POWER NAME Thri-Kreen Claws POWER NAME Two Fanged Strike S+3 vs AC Str vs AC Martial Martial N/A N/A N/A Thri-Kreen N/A N/A Weapon Ranger Standard Melee [1] All within 1 Standard Melee Weapon 1 creature 1[W] + Str or Dex per attack, If both hit, bonus +Wis damage 1d8+Str damage + number of targets **DSCS** DEFENSE LEVEL DEFENSE LEVEL 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 DEFENSE LEVEL ATTACK DEFENSE LEVEL 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 DEFENSE LEVEL 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 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 RESULT

## DAILY POWERS For Oungeons and Oragons 4th Edicion



Characte	er Name	Tchict'Ict	C	ampaign		Player's	s Name		Level
POWER NA	AME Hunt	ter's Bear Trap		ATTACK DEFENSE LEVEL  Str vs AC 1	Power N	AME			ATTACK DEFENSE LEVEL
Power Source Martial	DAMAGE TYP	PE EFFECT TYPE N/A	Accessories Weapon	Prerequisite/Requirement Ranger	Power Source N/A	DAMAGE TYPE N/A	EFFECT TYPE N/A	Accessories N/A	Prerequisite/Requirement
ACTION Standard	R.A	ANGE Melee Weapon	Попроп	Target 1 creature	ACTION Standard	RANGE	e Weapon	1011	Target
RESULT	N	delee weapon		1 Creature	RESULT	Wiele	e weapon		
You strike 2[W] + Str, miss: half d	target is sl	lowed and takes 5 or	n-going damage, t	il save					
PHB 106									
Power N	AME			ATTACK DEFENSE LEVEL	Power N	AME			ATTACK DEFENSE LEVEL
POWER SOURCE N/A	DAMAGE TYP	PE EFFECT TYPE N/A	Accessories N/A	PREREQUISITE/REQUIREMENT	Power Source N/A	DAMAGE TYPE N/A	EFFECT TYPE N/A	Accessories N/A	Prerequisite/Requirement
ACTION	R.A	ANGE	IVA	Target	ACTION	Range		IVA	TARGET
Standard RESULT	N	Melee Weapon			Standard RESULT	Mele	e Weapon		
				ATTACK DEFENSE LEVEL					ATTACK DEFENSE LEVEL
Power Na				vs	Power N				vs
Power Source N/A	DAMAGE TYPE N/A	PE EFFECT TYPE N/A	ACCESSORIES N/A	PREREQUISITE/REQUIREMENT	Power Source N/A	DAMAGE TYPE N/A	EFFECT TYPE N/A	ACCESSORIES N/A	Prerequisite/Requirement
Action Standard		ANGE Melee Weapon		TARGET	Action Standard	Range Mele	e Weapon		TARGET
RESULT					RESULT				
Power N	AME			ATTACK DEFENSE LEVEL	Power N	AME			ATTACK DEFENSE LEVEL
Power Source N/A	DAMAGE TYP	PE EFFECT TYPE N/A	Accessories N/A	PREREQUISITE/REQUIREMENT	Power Source N/A	DAMAGE TYPE N/A	EFFECT TYPE N/A	Accessories N/A	Prerequisite/Requirement
ACTION	R.	ANGE	IV/A	Target	ACTION	RANGE		IV/A	TARGET
Standard RESULT	N	Melee Weapon			Standard RESULT	Mele	e Weapon		
Power N	AME			ATTACK DEFENSE LEVEL	Power N	AME			ATTACK DEFENSE LEVEL
Power Source	Damage Tyr	PE EFFECT TYPE N/A	Accessories	Prerequisite/Requirement	Power Source		EFFECT TYPE	Accessories N/A	Prerequisite/Requirement
N/A ACTION		ANGE	N/A	Target	N/A Action	RANGE	N/A	N/A	TARGET
Standard RESULT	N	Melee Weapon			Standard RESULT	Mele	e Weapon		