

Player Name **Scott David Gray** 700

 Character Name **Izzeyl Myrahel** Level **1** Class **Ranger/Rogue** Paragon Path Epic Destiny Total XP
 Drow Medium 36 Male 5'8" 160 lb. Unaligned Loth (Forgotten Re) 2223-755-101
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	0
14	CON Constitution	2	2
20	DEX Dexterity	5	5
8	INT Intelligence	-1	-1
10	WIS Wisdom	0	0
13	CHA Charisma	1	1

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
5	5		

CONDITIONAL MODIFIERS

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	6			

SPECIAL MOVEMENT

ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
10	Passive Insight	10 +	0
15	Passive Perception	10 +	5

SPECIAL SENSES
Darkvision

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
26	13	6	6	8

1/2 HP 1/4 HP

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

RACE FEATURES

Trance (Drow) - Meditate aware 4 hours instead of sleep.

Lothtouched - Use either cloud of darkness or darkfire once per encounter.

Darkfire Charisma - Use CHA for Darkfire

Fey Origin - Your origin is fey, not natural

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ABIL	CLASS	FEAT	ENH	MISC	MISC
17	AC	10	7					

CONDITIONAL BONUSES

FEATS

Shadow Initiate

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	FORT	10	2	1			

CONDITIONAL BONUSES

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	REF	10	5	1			

CONDITIONAL BONUSES

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
11	WILL	10	1				

CONDITIONAL BONUSES

CLASS / PATH / DESTINY FEATURES

Hunter's Quarry (Hybrid) - When using ranger powers, deal bonus damage to your quarry.

Hybrid Ranger Fortitude

Sneak Attack (Hybrid) - When using rogue powers, deal bonus damage when you have combat advantage

LANGUAGES KNOWN

Deep Speech, Common, Elven

SKILLS

BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
10	Acrobatics	DEX	5	5	n/a	0
-1	Arcana	INT	-1	0	n/a	0
0	Athletics	STR	0	0	n/a	0
6	Bluff	CHA	1	5	n/a	0
1	Diplomacy	CHA	1	0	n/a	0
7	Dungeoneering	WIS	0	5	n/a	2
2	Endurance	CON	2	0	n/a	0
0	Heal	WIS	0	0	n/a	0
-1	History	INT	-1	0	n/a	0
0	Insight	WIS	0	0	n/a	0
3	Intimidate	CHA	1	0	n/a	2
5	Nature	WIS	0	5	n/a	0
5	Perception	WIS	0	5	n/a	0
-1	Religion	INT	-1	0	n/a	0
12	Stealth	DEX	5	5	n/a	2
1	Streetwise	CHA	1	0	n/a	0
10	Thievery	DEX	5	5	n/a	0

CHARACTER NAME
Izzyel Myrahel

PLAYER NAME
Scott David Gray

RACE **Drow** CLASS **Hybrid** LEVEL **1**

SCORE	ABILITY	MOD
HP 26	10 STR	+0
Spd 6	14 CON	+2
Init +5	20 DEX	+5
	8 INT	-1
	10 WIS	+0
	13 CHA	+1

AC 17
Fort 13
Ref 16
Will 11

10 Passive Insight **15** Passive Perception


Skills

10	Acrobatics	DEX	(Trained)
-1	Arcana	INT	
0	Athletics	STR	
6	Bluff	CHA	(Trained)
1	Diplomacy	CHA	
7	Dungeoneering	WIS	(Trained)
2	Endurance	CON	
0	Heal	WIS	
-1	History	INT	
0	Insight	WIS	
3	Intimidate	CHA	
5	Nature	WIS	(Trained)
5	Perception	WIS	(Trained)
-1	Religion	INT	
12	Stealth	DEX	(Trained)
1	Streetwise	CHA	
10	Thievery	DEX	(Trained)

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS



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.

PLAY DATA **DUNGEONS & DRAGONS**

Second Wind

KEYWORDS: Standard, Personal, ACTION, RANGE

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 6 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS: LEVEL: BOOK: *PH*

PLAY DATA **DUNGEONS & DRAGONS**

Melee Basic Attack

KEYWORDS: Weapon, ACTION, RANGE

3 vs **AC** One creature

ATTACK **DEFENSE** **TARGET**

You resort to the simple attack you learned when you first picked up a melee weapon.
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+0) damage. Increase damage to 2[W] + Strength modifier (+0) at 21st level.
Special: You can use an unarmed attack as a weapon to make a melee basic attack.

Short sword: +3 attack, 1d6 damage
Unarmed: +0 attack, 1d4 damage

ADDITIONAL EFFECTS

CLASS: LEVEL: * BOOK: *PH*

ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Ranged Basic Attack

KEYWORDS: Weapon, ACTION, RANGE

7 vs **AC** One creature

ATTACK **DEFENSE** **TARGET**

You resort to the simple attack you learned when you first picked up a ranged weapon.
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+5) damage. Increase damage to 2[W] + Dexterity modifier (+5) at 21st level.
Special: Weapons with the heavy thrown property use Strength instead of Dexterity for attack rolls and damage rolls. Warlocks can use eldritch blast as a ranged basic attack, and wizards can use magic missile as a ranged basic attack.

Hand Crossbow: +7 attack, 1d6+5 damage
Unarmed: +5 attack, 1d4+5 damage

ADDITIONAL EFFECTS

CLASS: LEVEL: * BOOK: *PH*

UTILITY POWER **DUNGEONS & DRAGONS**

Hunter's Quarry

KEYWORDS: Minor, ACTION, RANGE

7 vs **AC** One creature

ATTACK **DEFENSE** **TARGET**

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

CLASS: LEVEL: * BOOK: *PH*

AT-WILL POWER **DUNGEONS & DRAGONS**

Twin Strike

KEYWORDS: Martial, Weapon, ACTION, RANGE

7 vs **AC** One or two creatures

ATTACK **DEFENSE** **TARGET**

If the first attack doesn't kill it, the second one might.
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. Increase damage to 2[W] at 21st level.

Hand Crossbow: +7 attack, 1d6+0 damage

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

CLASS: Ranger LEVEL: 1 BOOK: *PH*

AT-WILL POWER **DUNGEONS & DRAGONS**

Deft Strike

KEYWORDS: Martial, Weapon, ACTION, RANGE

7 vs **AC** One creature

ATTACK **DEFENSE** **TARGET**

A final lunge brings you into an advantageous position.
Requirement: You must be wielding a crossbow, a light blade, or a sling.
Special: You can move 2 squares before the attack.
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+5) damage. Increase damage to 2[W] + Dexterity modifier (+5) at 21st level.

Hand Crossbow: +7 attack, 1d6+5 damage
Short sword: +8 attack, 1d6+5 damage

ADDITIONAL EFFECTS
+2d6 to damage once per round (Sneak Attack)

CLASS: Rogue LEVEL: 1 BOOK: *PH*

AT-WILL POWER **DUNGEONS & DRAGONS**

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AT-WILL POWER **DUNGEONS & DRAGONS**

Assassin's Shroud

KEYWORDS		Shadow	USED
Free			Close burst 10
ACTION	10		RANGE
vs			One enemy you can see in burst
ATTACK	DEFENSE	TARGET	

You cause invisible shrouds to settle on your foe. At your command, the shrouds reveal the target's weak points to your keen gaze.
Effect: You subject the target to your shroud. If any of your shrouds are already on the target, you subject it to an additional shroud, up to a maximum of four. The shrouds last until you use this power against a different enemy or until the end of the encounter.
 Before you make an attack roll against the target, you choose to invoke either all your shrouds on it or none of them. If you invoke your shrouds, the attack deals 1d6 damage per shroud, minus one shroud if the attack misses, and all your shrouds then vanish from the target. This damage roll never benefits from bonuses to damage rolls, and is in addition to the attack's damage, if any.
 Level 11: 1d6 + 3 damage per shroud.
 Level 21: 1d6 + 6 damage per shroud.
Special: You can use this power only on your turn and only once per turn. You can use it no more than twice each encounter.

ADDITIONAL EFFECTS

CLASS Assassin LEVEL BOOK *Dragon 379*

Unbalancing Shot

KEYWORDS		Martial, Weapon	USED
Standard			Ranged weapon
ACTION			RANGE
7	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

The impact of your shot leaves your enemy wobbling.
Requirement: You must be wielding a crossbow, a light thrown weapon, or a sling.
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier (+5) damage, and the target is slowed until the end of your next turn.

Hand Crossbow: +7 attack, 2d6+5 damage

ADDITIONAL EFFECTS
 +2d6 to damage once per round (Sneak Attack)

CLASS Rogue LEVEL 1 BOOK *MP*

Cloud of Darkness

KEYWORDS			USED
Minor			Close burst 1
ACTION	1		RANGE
vs			
ATTACK	DEFENSE	TARGET	

A shroud of blackness descends around you, hiding you from sight.
Effect: The burst creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. You are immune to these effects.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK *FRPG*

Split the Tree

KEYWORDS		Martial, Weapon	USED
Standard			Ranged weapon
ACTION			RANGE
7	vs	AC.	Two creatures within 3 squares of
ATTACK	DEFENSE	TARGET	

You fire two arrows at once, which separate in mid-flight to strike two different targets.
Attack: Dexterity vs. AC. Make two attack rolls, take the higher result, and apply it to both targets.
Hit: 2[W] + Dexterity modifier (+5) damage.

Hand Crossbow: +7 attack, 2d6+5 damage
 Unarmed: +5 attack, 2d4+5 damage

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

CLASS Ranger LEVEL 1 BOOK *PH*

Darkfire

KEYWORDS			USED
Minor		10	
ACTION			RANGE
5	vs	Reflex	One creature
ATTACK	DEFENSE	TARGET	

A flickering halo of purple light surrounds the target, making it easier to hit.
Attack: Intelligence +4 vs. Reflex, Wisdom +4 vs. Reflex, or Charisma +4 vs. Reflex
 Increase to +6 bonus at 11th level and +8 bonus at 21st level.
Hit: Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment.
Special: When you create your character, choose Intelligence, Wisdom, or Charisma as the ability score you use when making attack rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.

Unarmed: +5 attack

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK *FRPG*

ENCOUNTER POWER