DUNGEONS & DRAGONS

Character Sheet

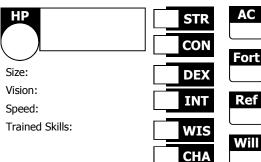
							CK				Player Name	Scott David Gray		
	Myrahel				1		nger Rogue							700
Charact Drow	er Name	Medium	r.	36	Level Ma	Clas ale	s 5'8"	160 lb.	Paragon Path Unaligned	Lolth (For	Epic De aotten Re			Total XP 2223-755-101
Race		Size		Age		nder	Height	Weight	Alignment	Deity	gotten ne	Adventuring Com	oany	RPGA Number
		TY SC						IN	ITIATIVE			мо	VEMENT	
	STD	AB	IL MOD	мо	$\frac{D + 1/2}{0}$		5 I	nitiative	DEX 1/2 LVL	MISC	SCORE 6	Speed (Squa		MOR ITEM MISC
					0		CONDITIONAL		5		SPECIAL MO		les) 0	
1	4 CON Constitution		2		2		_							
	DEV				_	_		ACTI	ON POINTS MILESTONES	ACTION POINTS	SCORE	PASSIVE SENSE	ENSES	BASE SKILL BONU
2	Dexterity	_	5		5		1 Ac	tion Points	0 1	1 2	10	Passive Insig		10 + 0
8	INT		-1		-1	Γ	ADDITIONAL E	FFECTS FOR SPEND	2 ING ACTION POINTS	3		ar to: 		
	Intelligence					_					15	Passive Perce	eption	10 + 5
1			0		0		MAX HE			ING SURGES	SPECIAL SEM Darkvision	ISES		
			1			Г		BLOODIE	D SURGE VALU	JE SURGES/DAY		RACE	FEATURE	S
L_1.	Charisma		1		1		26	<u>13</u> 1/2 HP	61/4 HP	8	Trance (12223	s instead of sleep.
		FENS					CURRENT HIT	POINTS		CURRENT SURGE USES	Lolthtou	Iched - Use eithe	r cloud of dark	ness or darkfire
SCORE	10 + ARM DEFENSE 1/2 LVL AB	IOR/ BIL CLASS	FEAT	ENH	MISC	MISC					once per	encounter.		
(17)	AC 10	7					6	ECOND WIND 1	/ENCOLINTER	USED	Darkfire	Charisma - Use	CHA for Darkf	re
CONDITI	ONAL BONUSES						TEMPORARY		LINGOUNTER	USED	Fey Orig	jin - Your origin is	s fey, not natur	al
	10 +												FEATS	
	DEFENSE 1/2 LVL AE		FEAT	ENH	MISC	MISC	DEA SAVING THRO		ROW FAILURES		Shadow			
13		2 1												
CONDITI	ONAL BONUSES						RESISTANCES	5						
\bigcirc	10 + DEFENSE 1/2 LVL AE	BIL CLASS	FEAT	ENH	MISC	MISC	CURRENT CO	NDITIONS AND EFF	ECTS					
(16)	REF 10 5	5 1												
CONDITI	ONAL BONUSES								DESTINY					
	10 +								d) - When using	ranger powers,				
11	DEFENSE 1/2 LVL AE	BIL CLASS	FEAT	ENH	MISC	MISC		damage to you						
\checkmark	WILL 10	1					-	nger Fortitud						
									have combat adv	gue powers, deal				
	LANGU/	AGES I	KNOV	٧N			Donus dan	lage when you	nave combat aut	vantage				
Deep S	Speech, Common, El	ven												
	9	SKILLS	5											
BONUS	SKILL NAME		IL MOD 1/2 LVL	TRND (+5)	ARMOR	MISC								
10	Acrobatics	DEX	5	5	n/a	0								
-1	Arcana	INT (-1	0	n/a	0								
0	Athletics	STR (0		n/a	0								
6	Bluff	сна	1	5	n/a	0								
	Diplomacy	сна	1	$\overline{\bigcirc}$	n/a	0								
	Dungeoneering	wis	0	5	n/a	2								
2	Endurance	CON	2	$\overline{\square}$	n/a	0								
	Heal	wis	0		n/a	0								
-1	History	INT	-1		n/a	0								
	Insight	wis	0		n/a	0								
3	Intimidate		1		n/a	2								
5		CHA (0	5	n/a	0								
5	Nature	wis [5		0								
	Perception	wis [=	n/a									
-1	Religion	INT (-1		n/a	0								
12	Stealth	DEX	5	5	n/a									
	Streetwise	СНА [1		n/a	0								
10	Thievery	DEX	5	5	n/a	0								
Izzey	l Myrahel								Page 1					Scott David Gray

POWER INDEX	MAGIC ITEM INDEX	CHARACTER PORTRAIT
List your powers below. Check the box when the power is used. Clear the box when the power renews.	<i>List your powers below.</i> <i>Check the box when the power is used.</i> <i>Clear the box when the power renews.</i>	
AT-WILL POWERS	MAGIC ITEMS	
Hunter's Quarry		
Twin Strike		
Deft Strike	WEAPON	S. S.
Assassin's Shroud	WEAPON	1
	ARMOR	1 200
	ARMS	A CON
ENCOUNTER POWERS	FEET	1). 85
Second Wind	HANDS	$\lambda = 1$
Cloud of Darkness	HEAD	
Darkfire	NECK	The second
Unbalancing Shot	RING	
	RING	3
Π	WAIST	MANNERISMS AND APPEARANCE
DAILY POWERS		Izzy thinks of himself as a proper drow hard, unshakable, above compassion. Despite this, he doesn't have the
Split the Tree		stomach (or brains) for overt evil acts. He deludes himself into thinking that he acts entirely from self-interest, but to
		others it is usually clear .that he is a 'nice guy.' He obeys
		Lolth's command to do 'just a little evil every day' (often salt in the sugar bowl), to satisfy his badass self image.
		SESSION AND CAMPAIGN NOTES
		Drow (Darkfire Cha) Hybrid Ranger (Ranger Fortitude)
		Rogue, Background Forgotten Realms (East Rift). Ability Scores: 10 Str 14 Con 18 Dex 8 Int 10 Wis 11 Cha, Skills:
		Acrobatics, Bluff, Dungeoneering, Nature, Perception,
UTILITY POWERS		Thievery. Equipment: Hand Crossbow, Short sword, Leather Armor, Backpack (empty), Belt Pouch (empty), Flint and
		Steel, Hempen Rope (50 ft.), Thieves' Tools, Trail Rations (10), Waterskin, Magazine (9). 1: Shadow Initiate, At-will
		[Rng] Twin Strike, At-will [Rog] Deft Strike, Enc [Rog]
		Unbalancing Shot, Daily [Rng] Split the Tree. 2: Hybrid Talent (Ranger Fighting Style, Beast Master), Companion
		Mandible the Giant Flat Huntsman spider, Util [Rng] Pack Alertness. 3: Enc [Rng] Disruptive Strike. 4: +1 Dex Cha,
	Daily Item Powers Per Day	Companion +1 Str Dex, Distant Advantage 5: Retrain Daily 1
	Heroic (1-10) Milestone / / /	[Rng] Split the Tree -> [Rog] Confounding Strike, Daily [Rng] Spitting Cobra Stance. 6: Drow Fighting Style, Util
	Paragon (11-20) Milestone / / /	[Rog] Chameleon. 7: Enc [Rog] Snap Shot. 8: +1 Dex Con,
	Epic (21-30)	Companion +1 Str Dex, Weapon Expertise (Crossbow). 9: Daily [Rog] Burst Fire. 10: Skill Focus (Stealth), Util [Rog]
OTHER EQUIPMENT	RITUALS / ALCHEMY	Shadow Stride. 11: Paragon Cloaked Sniper, Point-Blank
Hand Crossbow (E)		 Shot. 12: Steady Shooter. 13: Enc 1 [Rog] Unbalancing Shot -> 13 [Rng] Pinning Strike. 14: +1 Dex Con, Companion +1
Short sword (E)	COMPANION	Str Dex, Merciless Killer. 15: Daily 1 [Rog] Confounding Attack -> 15 [Rng] Confounding Arrows. 16: Seize the
Leather Armor (E)		Moment, Util [Rog] Hide in Plain Sight, Drow Fighting Style -
Backpack (empty)	HP STR AC	> Keeper of the Black Flame. 17: Enc 3 [Rng] Disruptive Strike -> 17 [Rng] Pounding Barrage, At-will 1 [Rog] Deft
Belt Pouch (empty)	HP STR AC	Strike -> 1 [Rog] Sly Flourish. 18: +1 Dex Con, Companion
Flint and Steel	() CON	+1 Str Dex, Evasion. 19: Daily 5 [Rng] Spitting Cobra Stance -> 19 [Rog] Daunting Barrage. 20: Bleeding Backstab. 21:
Hempen Rope (50 ft.)	Fort	Epic Demigod (Spark Dexterity Charisma), Untraceable. 22:
Thieves' Tools	Size: DEX	Staggering Shot, Util [Rng] Forest Ghost. 23: Enc 7 {Rog] Snap Shot -> 23 [Rog] Steel Entrapment. 24: +1 Dex Con,
Trail Rations (10)	Vision: INT Ref	Companion +1 Str Dex, One With Shadow. 25: Daily 9 [Rog] Burst Fire -> 25 {Rng] Ambusher's Reaping. 26: Soul in
Waterskin	Speed:	Shadow. 27: Enc 13 [Rng] Pinning Strike -> 27 [Rng] Hail of

Magazine (9)

COINS AND OTHER WEALTH

Money on hand: 58 gp Stored money: 0 gp Encumbrance: 56 / 100



Healing Surge Value:

East Rift

+100gp locket

Huddled on the eastern shelf of the yawning Underchasm, East Rift is a living symbol of gold dwarf ingenuity and stubbornness, having survived when the surface collapsed into the bowels of the Underdark. Protected by enormous towers connected by a high curtain wall, the gold dwarves are ready to defend themselves against the drow or any other horror that rises from the depths.

Arrows. 28: +1 Dex Con, Companion +1 Str Dex, Lolth

Five Missile Dance. 30: Unfettered Stride.

Blessed. 29: Daily 15 [Rng] Confounding Arrows -> 29 [Rng]

CHARACTER BACKGROUND

You gain Deep Speech as an additional language, you add Dungeoneering to your class skill list, and you gain a +2 bonus to Dungeoneering checks.

CHARACTER NAME	Skills	Action Point			
Izzeyl Myrahel					
PLAYER NAME Scott David Gray	10 Acrobatics DEX (Trained)	ADDITIONAL EFFECTS			
RACE Drow CLASS Hybrid LEVEL 1	-1 Arcana INT 0 Athletics STR				
	6 Bluff CHA (Trained)				
SCORE ABILITY MOD	1 Diplomacy CHA				
HP 10 STR +0 AC	7 Dungeoneering WIS (Trained)				
26 14 CON +2 17	2 Endurance CON	ACTIONI			
Fort	0 Heal WIS -1 History INT	ACIUN			
Spd 20 DEX +5 13	0 Insight WIS	DOINT			
(6) <mark>8 INT –1</mark> Ref	3 Intimidate CHA	TUINI			
16	5 Nature WIS (Trained)				
10 WIS +0	5 Perception WIS (Trained) -1 Religion INT				
(+5) 13 CHA +1 11	12 Stealth DEX (Trained)	Sectory and			
	1 Streetwise CHA	Effect: Gain a standard action this turn.			
	10 Thievery DEX (Trained)	Special: You are reset to one action point when			
10Passive Insight15Passive Perception	ADDITIONAL EFFECTS	you take an extended rest. You gain an action point each milestone.			
PLAY DATA DUNGEONS DRAGONS		ENCOUNTER SPECIAL DUNGEONS & DRAGONS			
Second Wind	Melee Basic Attack	Ranged Basic Attack			
KEYWORDS USED		KEYWORDS Weapon			
	Weapon				
Standard Personal	Standard * 4 7 Melee weapon ACTION \checkmark \bigstar RANGE	Standard + * * Ranged weapon ACTION + + * RANGE			
AT-WILL ENCOUNTER DAILY	3 vs AC One creature	7 vs AC One creature			
Effect: You spend a healing surge and regain 6	ATTACK DEFENSE TARGET	ATTACK DEFENSE TARGET			
hit points. You gain a $+2$ bonus to all defenses until the start of your next turn.	You resort to the simple attack you learned when	You resort to the simple attack you learned when you first picked up a ranged weapon.			
until the start of your next turn.	<i>you first picked up a melee weapon.</i> Attack: Strength vs. AC	Attack: Dexterity vs. AC			
	Hit: 1[W] + Strength modifier (+0) damage.	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.			
	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	Hand Crossbow: +7 attack, 1d6+5 damage			
ADDITIONAL EFFECTS	Unarmed: +0 attack, 1d4 damage	Unarmed: +5 attack, 1d4+5 damage			
CLASS LEVEL BOOK PH	CLASS LEVEL * BOOK DL	CLASS LEVEL * BOOK DL/			
UTILITY POWER DUNGEONS & DRAGONS	CLASS LEVEL * BOOK PH AT-WILL POWER DUNCEONS DRACONS	CLASS LEVEL * BOOK PH AT-WILL POWER DUNCEONS DRAGONS			
Hunter's Quarry	Twin Strike	Deft Strike			
KEYWORDS USED	KEYWORDS Martial, Weapon	KEYWORDS Martial, Weapon			
Minor 4 7	Standard * + * Y Melee or Ranged weapon	Standard * + * Y Melee or Ranged weapon			
ACTION 🔆 🔆 RANGE	ACTION Image: Second seco	ACTION 🔆 🛣 RANGE 7 vs AC One creature			
ATTACK DEFENSE TARGET	ATTACK DEFENSE TARGET	ATTACK DEFENSE TARGET			
You can designate the nearest enemy to you that you can see as your quarry.	If the first attack doesn't kill it, the second one	A final lunge brings you into an advantageous			
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	<i>might.</i> Requirement: You must be wielding two melee	<i>position.</i> Requirement: You must be wielding a crossbow, 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 when they use cannet deal it again until the cattact of sure part they are the start of the start of the start of the start of sure start of the st	weapons or a ranged weapon.	light blade, or a sling.			
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	Attack: Strength vs. AC (melee; main weapon	Special: You can move 2 squares before the attack. Attack: Dexterity vs. AC			
the quarry is defeated, or until you designate a different target as your quarry.	and off-hand weapon) or Dexterity vs. AC (ranged), two attacks	Hit: 1[W] + Dexterity modifier (+5) damage. Increase damage to 2[W] + Dexterity modifier (+5) at			
You can designate one enemy as your quarry at a time. Level : Hunter's Quarry Extra Damage	Hit: 1[W] damage per attack.	Increase damage to 2[W] + Dexterity modifier (+5) at 21st level.			
1st-10th : +1d6 11th-20th : +2d6 21st-30th : +3d6	Increase damage to 2[W] at 21st level.	Hand Crossbow: +7 attack, 1d6+5 damage			
	Hand Crossbow: +7 attack, 1d6+0 damage	Short sword: +8 attack, 1d6+5 damage			
ADDITIONAL EFFECTS	ADDITIONAL EFFECTS +1d6 to damage once per round (Hunter's Quarry)	ADDITIONAL EFFECTS +2d6 to damage once per round (Sneak Attack)			
CLASS LEVEL * BOOK PH	CLASS Ranger LEVEL 1 BOOK PH	CLASS Rogue			
	AT-WILL POWER DUNGEONS & DRAGONS	AT-WILL POWER DUNGEONS & DRAGONS			
AT-WILL POWER DUNCEONS & DRAGONS					

Assassi	n's	Shroud		Cloud of Darkness				Darkfire							
KEYWORDS Sh	adov	v	USE	KEYWORDS USED				KEYWORDS USED							
Free		4 7	Close burst 10	Minor 4 😚 Close burst 1		Close burst 1	Minor	Minor 4 10 7 Ranged 10							
ACTION	10		RANGE	ACTION	1 <	★ ★	RANGE	ACTION	•	*	RANGE				
	vs		One enemy you can see in burst		vs			5	vs	Reflex	One creature				
ATTACK		DEFENSE	TARGET	ATTACK		DEFENSE	TARGET	ATTACK	D	EFENSE	TARGET				
shrouds revea Effect: You s already on the maximum of f different ener Before you either all your attack deals 1 and all your s benefits from damage, if an Level 11: 1 Level 21: 1 Special: You	al the subject e targ four. T my or i make r shroud bonus bonus bonus bonus bonus bonus bonus bonus t d6 + ld6 + l	target's weak p t the target to y et, you subject. The shrouds las until the end of e an attack roll uds on it or nor image per shrou Is then vanish fi ses to damage 3 damage per : 6 damage per : is se this power of	the on your foe. At your command, the points to your keen gaze. your shroud. If any of your shrouds are it to an additional shroud, up to a t until you use this power against a the encounter. against the target, you choose to invoke ie of them. If you invoke your shrouds, the ud, minus one shroud if the attack misses, rom the target. This damage roll never rolls, and is in addition to the attack's shroud. shroud. anyl on your turn and only once per turn. each encounter.	hiding yo Effect: T that rema turn. The within it a entirely v are immu	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.				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 Assass	sin		LEVEL BOOK Dragon 379	CLASS Pacial	CLASS Racial Power LEVEL * BOOK FRPG					CLASS Racial Power					
AT-WILL		WED			ENCOUNTER POWER DUNCEONS & DRACONS					OWER					
^{KEYWORDS} Ma Standard		+ * 7	USER Ranged weapon	Split the Tree KEYWORDS Martial, Weapon Standard 4 * Ranged weapon											
ACTION		↔↔	RANGE	ACTION		* *	RANGE								
7 ATTACK	vs	AC DEFENSE	One creature TARGET	7 ATTACK	vs	AC.	Two creatures within 3 squares of TARGET								
The impa wobbly. Require crossbow Attack: Hit: 2[W the target turn. Hand Croc	of your shi nt: You m light throw terity vs. J Dexterity slowed ur pow: +7 at	<i>ot leaves your enemy</i> nust be wielding a wn weapon, or a sling.	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 Rogue				CLASS Ranger LEVEL 1 BOOK PH											
		POWER													