Character Sheet

Scott David Gray

Scott David Gray Izzeyl Myrahel Ranger|Rogue 1,000 Epic Destiny Character Name Paragon Path 5'8" Medium Male 160 lb. Unaligned Lolth (Forgotten Rea 2223-755-101 Race Gender Height Weight Alignment Deity Adventuring Company RPGA Number ABILITY SCORES INITIATIVE MOVEMENT MOD + 1/2 LVL SCORE ABIL MOD STR 5 10 Initiative Speed (Squares) CON 14 3 **ACTION POINTS SENSES** ACTION POINTS DEX 20 **Action Points Passive Insight** 10 11 8 **Passive Perception** 10 16 SPECIAL SENSES Darkvision **HIT POINTS** мах нр HEALING SURGES RACE FEATURES 31 15 Trance (Drow) - Meditate aware 4 hours instead of sleep. 1/2 HP 1/4 HF CURRENT HIT POINTS CURRENT SURGE USES Lolthtouched - Use either cloud of darkness or darkfire DEFENSES once per encounter. 11 Darkfire Charisma - Use CHA for Darkfire SECOND WIND 1/ENCOUNTER CONDITIONAL BONUSES Fey Origin - Your origin is fey, not natural **FEATS DEATH SAVING THROW FAILURES Shadow Initiate FORT** Hybrid Talent - Gain a hybrid talent option for one of your CONDITIONAL BONUSES RESISTANCES hybrid class entries CURRENT CONDITIONS AND EFFECTS **CLASS / PATH / DESTINY FEATURES** Hunter's Quarry (Hybrid) - When using ranger powers, deal bonus damage to your quarry. 11 Hybrid Ranger Fortitude ONDITIONAL BONUSES Sneak Attack (Hybrid) - When using rogue powers, deal bonus damage when you have combat advantage **LANGUAGES KNOWN** Ranger Fighting Style Deep Speech, Common, Elven Beast Mastery (Hybrid) - Gain beast companion as SKILLS per Ranger class, with -1 penalty to attacks and defenses ARMOR PENALTY Beast Mastery (Hybrid) - Gain beast companion as per SKILL NAME BONUS 11 5 0 Acrobatics n/a Ranger class, with -1 penalty to attacks and defenses n/a Beast Mastery - Gain beast companion; give up Prime **A**rcana Shot, no Archer or Two-Blade Fighting Style n/a 0 **Athletics** STR 0 n/a Bluff CHA 2 0 n/a Diplomacy CHA 8 n/a Dungeoneering 3 0 n/a Endurance 0 1 n/a Heal 0 0 n/a History 0 1 n/a Insight n/a Intimidate 0 n/a Nature WIS 0 Perception n/a WIS 0 0 Religion n/a INT 2 13 n/a Stealth 2 n/a 0 Streetwise CHA 11 n/a 0 Thievery

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POWER INDEX List your powers below. Check the box when the power is used. Clear the box when the power renews AT-WILL POWERS Hunter's Quarry Twin Strike Deft Strike Assassin's Shroud **ENCOUNTER POWERS** Second Wind Cloud of Darkness Darkfire Unbalancing Shot **DAILY POWERS** Split the Tree **UTILITY POWERS** Pack Alertness

OTHER EC	HITDMENT

Hand Crossbow (E) Short sword (E) Leather Armor (E)

Backpack (empty)

Belt Pouch (empty)

Flint and Stee Hempen Rope (50 ft.)

Thieves' Tools

Trail Rations (10)

Waterskin Magazine (9)

COINS	AND OTH	IER WEALTH

Money on hand: 86 gp Stored money: 0 gp Encumbrance: 56 / 100

MAGIC ITEM INDEX

List your powers below. Check the box when the power is used. Clear the box when the power renews **MAGIC ITEMS**

WEAPON	
WEAPON	
WEAPON	
WEAPON	
ARMOR	
ARMS	
FEET	
HANDS	
HEAD	
NECK	
RING	
RING	
WAIST	
Daily Item Powers i	Per Day
Heroic (1-10) Milestor	
Paragon (11-20) Milestor	
Epic (21-30) Milestor	
L	

RITUALS / ALCHEMY

COMPANION

Mandible - Level 2 Giant huntsman spider

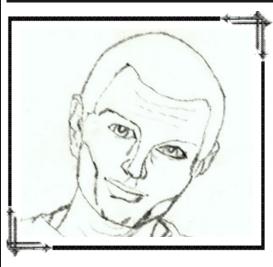
HP	14 STR
30	12 CON
Size: Medium	16 DEX
Vision: Low-light Speed: 6, climb 6 squares (s	6 INT
specu. 0, cillib o squares (s	

Trained Skills: Athletics,

Stealth

Bite; +5 vs. AC; 1d8 + Dexterity modifier damage. Healing Surge Value: 7 (2 surges per day)

CHARACTER PORTRAIT



MANNERISMS AND APPEARANCE

Izzy thinks of himself as a proper drow -- hard, unshakable, above compassion. Despite this, he doesn't have the 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, 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, Companion +1 Str Dex, Distant Advantage 5: Retrain Daily 1 [Rng] Split the Tree -> [Rog] Confounding Strike, Daily [Rng] Spitting Cobra Stance. 6: Drow Fighting Style, Util [Rog] Chameleon. 7: Enc [Rog] Snap Shot. 8: +1 Dex Con, Companion +1 Str Dex, Weapon Expertise (Crossbow). 9: Daily [Rog] Burst Fire. 10: Skill Focus (Stealth), Util [Rog] Shadow Stride. 11: Paragon Cloaked Sniper, Point-Blank Shot. 12: Steady Shooter. 13: Enc 1 [Rog] Unbalancing Shot -> 13 [Rng] Pinning Strike. 14: +1 Dex Con, Companion +1 Str Dex, Merciless Killer. 15: Daily 1 [Rog] Confounding Attack -> 15 [Rng] Confounding Arrows. 16: Seize the Moment, Util [Rog] Hide in Plain Sight, Drow Fighting Style -> Keeper of the Black Flame. 17: Enc 3 [Rng] Disruptive Strike -> 17 [Rng] Pounding Barrage, At-will 1 [Rog] Deft Strike -> 1 [Rog] Sly Flourish. 18: +1 Dex Con, Companion +1 Str Dex, Evasion. 19: Daily 5 [Rng] Spitting Cobra Stance -> 19 [Rog] Daunting Barrage. 20: Bleeding Backstab. 21: Epic Demigod (Spark Dexterity Charisma), Untraceable. 22: Staggering Shot, Util [Rng] Forest Ghost. 23: Enc 7 {Rog] Snap Shot -> 23 [Rog] Steel Entrapment. 24: +1 Dex Con, Companion +1 Str Dex, One With Shadow. 25: Daily 9 [Rog] Burst Fire -> 25 {Rng] Ambusher's Reaping. 26: Soul in Shadow. 27: Enc 13 [Rng] Pinning Strike -> 27 [Rng] Hail of Arrows. 28: +1 Dex Con, Companion +1 Str Dex, Lolth Blessed. 29: Daily 15 [Rng] Confounding Arrows -> 29 [Rng] Five Missile Dance. 30: Unfettered Stride. +100gp locket

CHARACTER BACKGROUND

AC

15

Fort

12

Ref

13

13

CHA

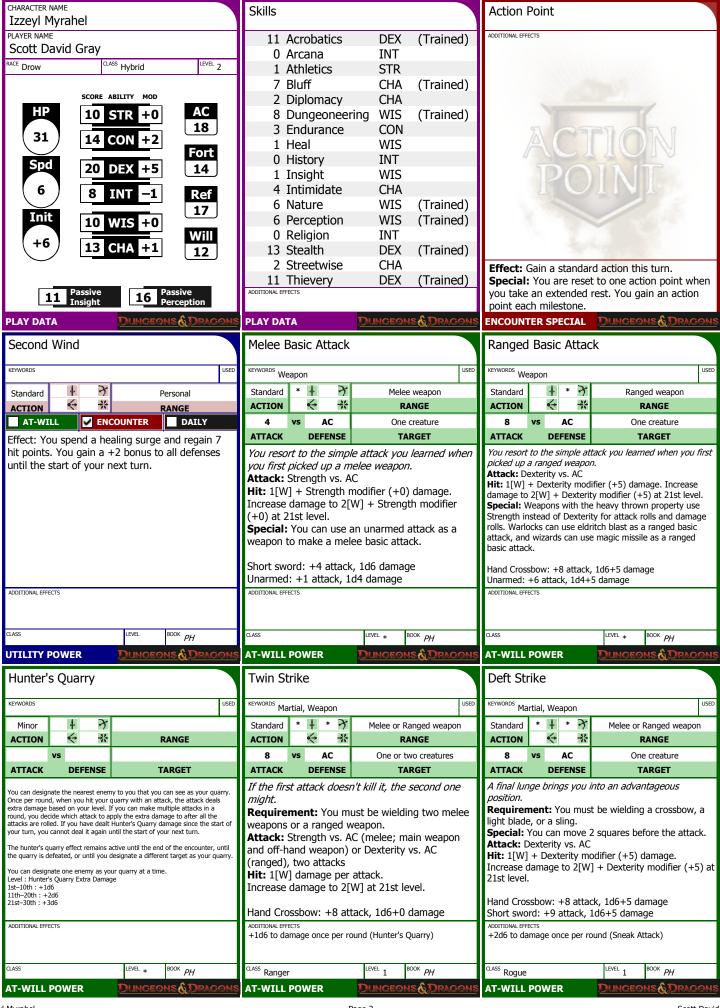
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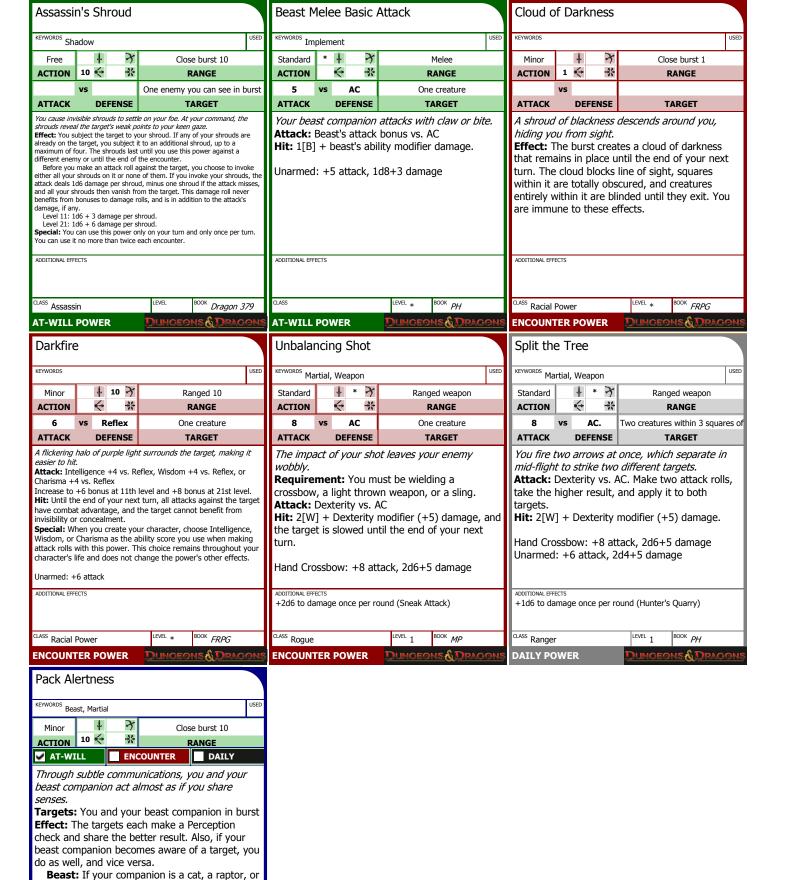
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Huddled on the eastern shelf of the yawning Underchasm, East Rift is a living symbol of gold dwarf ingenuity and stubbornness, having survived when the surface collapsed into the bowels of the Underdark. Protected by enormous towers connected by a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

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.

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a wolf, the targets gain a +2 bonus to the

BOOK MP

Perception checks.

ADDITIONAL EFFECTS

LASS Ranger

UTILITY POWER