

Player Name **Scott David Gray** 3,750

Character Name **Izzeyl Myrahel** Level **4** Class **Ranger|Rogue** Paragon Path Epic Destiny Total XP

Race **Drow** Size **Medium** Age **36** Gender **Male** Height **5'8"** Weight **160 lb.** Alignment **Unaligned** Deity **Loth (Forgotten Re)** 2223-755-101

Race **Drow** Size **Medium** Age **36** Gender **Male** Height **5'8"** Weight **160 lb.** Alignment **Unaligned** Deity **Loth (Forgotten Re)** Adventuring Company RPGA Number

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	2
14	CON Constitution	2	4
21	DEX Dexterity	5	7
8	INT Intelligence	-1	1
10	WIS Wisdom	0	2
14	CHA Charisma	2	4

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
7	5	2	

CONDITIONAL MODIFIERS

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ACTION POINTS

1	Action Points	MILESTONES	ACTION POINTS
		0	1
		1	2
		2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
12	Passive Insight	10 +	2
17	Passive Perception	10 +	7

SPECIAL SENSES
Darkvision

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
41	20	10	10	8

1/2 HP 1/4 HP

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
19	AC	12	7					

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

TEMPORARY HIT POINTS USED

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

FEATS

Shadow Initiate

Hybrid Talent - Gain a hybrid talent option for one of your hybrid class entries

Distant Advantage - Gain combat advantage with ranged and area attacks against flanked enemies

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

Ranger Fighting Style

Beast Mastery (Hybrid) - Gain beast companion as per Ranger class, with -1 penalty to attacks and defenses

Beast Mastery (Hybrid) - Gain beast companion as per Ranger class, with -1 penalty to attacks and defenses

Beast Mastery - Gain beast companion; give up Prime Shot, no Archer or Two-Blade Fighting Style

LANGUAGES KNOWN

Deep Speech, Common, Elven

SKILLS

BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
12	Acrobatics	DEX	7	5	n/a	0
1	Arcana	INT	1	0	n/a	0
2	Athletics	STR	2	0	n/a	0
9	Bluff	CHA	4	5	n/a	0
4	Diplomacy	CHA	4	0	n/a	0
9	Dungeoneering	WIS	2	5	n/a	2
4	Endurance	CON	4	0	n/a	0
2	Heal	WIS	2	0	n/a	0
1	History	INT	1	0	n/a	0
2	Insight	WIS	2	0	n/a	0
6	Intimidate	CHA	4	0	n/a	2
7	Nature	WIS	2	5	n/a	0
7	Perception	WIS	2	5	n/a	0
1	Religion	INT	1	0	n/a	0
14	Stealth	DEX	7	5	n/a	2
4	Streetwise	CHA	4	0	n/a	0
12	Thievery	DEX	7	5	n/a	0

CHARACTER NAME
Izzeyl Myrahel

PLAYER NAME
Scott David Gray

RACE **Drow** CLASS **Hybrid** LEVEL **4**

SCORE	ABILITY	MOD
HP 41	STR +0	AC 19
Spd 6	CON +2	Fort 15
Init +7	DEX +5	Ref 18
	INT -1	Will 14
	WIS +0	
	CHA +2	

12 Passive Insight **17** Passive Perception


Skills

12	Acrobatics	DEX	(Trained)
1	Arcana	INT	
2	Athletics	STR	
9	Bluff	CHA	(Trained)
4	Diplomacy	CHA	
9	Dungeoneering	WIS	(Trained)
4	Endurance	CON	
2	Heal	WIS	
1	History	INT	
2	Insight	WIS	
6	Intimidate	CHA	
7	Nature	WIS	(Trained)
7	Perception	WIS	(Trained)
1	Religion	INT	
14	Stealth	DEX	(Trained)
4	Streetwise	CHA	
12	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 10 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, Standard, ACTION, RANGE

5 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: +5 attack, 1d6 damage
Unarmed: +2 attack, 1d4 damage

ADDITIONAL EFFECTS

CLASS: _____ LEVEL: * _____ BOOK: *PH*

ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Ranged Basic Attack

KEYWORDS: Weapon, Standard, ACTION, RANGE

10 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.

Distance Hand Crossbow +1: +10 attack, 1d6+6 damage
Hand Crossbow: +9 attack, 1d6+5 damage
Unarmed: +7 attack, 1d4+5 damage

ADDITIONAL EFFECTS

CLASS: _____ LEVEL: * _____ BOOK: *PH*

UTILITY POWER **DUNGEONS & DRAGONS**

Hunter's Quarry

KEYWORDS: Minor, ACTION, RANGE

10 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, Standard, ACTION, RANGE

10 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.

Distance Hand Crossbow +1: +10 attack, 1d6+1 damage
Hand Crossbow: +9 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, Standard, ACTION, RANGE

10 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.

Distance Hand Crossbow +1: +10 attack, 1d6+6 damage
Short sword: +10 attack, 1d6+5 damage
Hand Crossbow: +9 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**

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

Assassin's Shroud

KEYWORDS Shadow USED

Free		Close burst 10
ACTION	10	RANGE
ATTACK	DEFENSE	TARGET

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*

AT-WILL POWER

Beast Melee Basic Attack

KEYWORDS Implement USED

Standard	*	Melee
ACTION	7	RANGE
ATTACK	DEFENSE	TARGET

vs AC

One creature

ATTACK **DEFENSE** **TARGET**

Your beast companion attacks with claw or bite.
Attack: Beast's attack bonus vs. AC
Hit: 1[B] + beast's ability modifier damage.

Unarmed: +7 attack, 1d8+3 damage

ADDITIONAL EFFECTS

CLASS CLASS LEVEL * BOOK *PH*

AT-WILL POWER

Cloud of Darkness

KEYWORDS USED

Minor		Close burst 1
ACTION	1	RANGE
ATTACK	DEFENSE	TARGET

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*

ENCOUNTER POWER

Darkfire

KEYWORDS USED

Minor		Ranged 10
ACTION	8	RANGE
ATTACK	DEFENSE	TARGET

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: +8 attack

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK *FRPG*

ENCOUNTER POWER

Unbalancing Shot

KEYWORDS Martial, Weapon USED

Standard		Ranged weapon
ACTION	10	RANGE
ATTACK	DEFENSE	TARGET

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.

Distance Hand Crossbow +1: +10 attack, 2d6+6 damage
 Hand Crossbow: +9 attack, 2d6+5 damage

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

CLASS Rogue LEVEL 1 BOOK *MP*

ENCOUNTER POWER

Disruptive Strike

KEYWORDS Martial, Weapon USED

Imm Interr	*	Melee or Ranged weapon
ACTION	10	RANGE
ATTACK	DEFENSE	TARGET

vs AC

The attacking creature

ATTACK **DEFENSE** **TARGET**

You thwart an enemy's attack with a timely thrust of your blade or a quick shot from your bow.
Trigger: You or an ally is attacked by a creature
Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged)
Hit: 1[W] + Strength modifier (+0) damage (melee) or 1[W] + Dexterity modifier (+5) damage (ranged). The target takes a penalty to its attack roll for the triggering attack equal to 3 + your Wisdom modifier (+0).

Distance Hand Crossbow +1: +10 attack, 1d6+6 damage
 Short sword: +5 attack, 1d6 damage
 Hand Crossbow: +9 attack, 1d6+5 damage
 Unarmed (Melee): +2 attack, 1d4 damage
 Unarmed (Range): +2 attack, 1d4 damage

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

CLASS Ranger LEVEL 3 BOOK *PH*

ENCOUNTER POWER

Split the Tree

KEYWORDS Martial, Weapon USED

Standard		Ranged weapon
ACTION	10	RANGE
ATTACK	DEFENSE	TARGET

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.

Distance Hand Crossbow +1: +10 attack, 2d6+6 damage
 Hand Crossbow: +9 attack, 2d6+5 damage
 Unarmed: +7 attack, 2d4+5 damage

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

CLASS Ranger LEVEL 1 BOOK *PH*

DAILY POWER

Pack Alertness

KEYWORDS Beast, Martial USED

Minor		Close burst 10
ACTION	10	RANGE
ATTACK	DEFENSE	TARGET

AT-WILL ENCOUNTER DAILY

Through subtle communications, you and your beast companion act almost as if you share senses.
Targets: You and your beast companion in burst
Effect: The targets each make a Perception check and share the better result. Also, if your beast companion becomes aware of a target, you do as well, and vice versa.
Beast: If your companion is a cat, a raptor, or a wolf, the targets gain a +2 bonus to the Perception checks.

ADDITIONAL EFFECTS

CLASS Ranger LEVEL 2 BOOK *MP*

UTILITY POWER

Distance Hand Crossbow +1

1d6	2	Crossbow	10/20
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		1	
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES

Increase the weapon's normal range by 5 squares and the long range by 10 squares.
 Load Free

Ranged Basic Attack: +10 attack, 1d6+6 damage

AT-WILL ENCOUNTER DAILY

POWER

This weapon flashes brightly as it hurtles forth, moving with enough force to carry it much farther than normal.

ITEM SLOT One-hand WEIGHT 2 PRICE 360 BOOK *PH*

MAGIC WEAPON

Firestorm Arrow +1

AC BONUS	CHECK	SPEED	QUANTITY
+1 attack rolls and damage rolls	3	Ammunition	1
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

When you hit an enemy using this ammunition, that enemy and each creature adjacent to it take 1d6 extra fire damage.

AT-WILL ENCOUNTER DAILY

POWER

The charred wood of this arrow seems to shimmer with heat.

ITEM SLOT	WEIGHT 0	PRICE 30	BOOK AV2
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Freezing Arrow +1

AC BONUS	CHECK	SPEED	QUANTITY
+1 attack rolls and damage rolls	3	Ammunition	1
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

When you hit an enemy with an attack using this ammunition, that enemy takes 1d6 extra cold damage per plus and is slowed until the end of its next turn.

AT-WILL ENCOUNTER DAILY

POWER

The shaft of this arrow is shaved from unmelting ice.

ITEM SLOT	WEIGHT 0	PRICE 30	BOOK AV2
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Lightning Arrow +1

AC BONUS	CHECK	SPEED	QUANTITY
+1 attack rolls and damage rolls	3	Ammunition	1
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

When you hit an enemy with an attack using this ammunition, that enemy takes 1d6 extra lightning damage per plus.

AT-WILL ENCOUNTER DAILY

POWER

This arrow's blue and white streaks thrum with energy.

ITEM SLOT	WEIGHT 0	PRICE 30	BOOK AV2
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MAGIC ITEM 

MAGIC ITEM 

MAGIC ITEM 

Spider Bolt +1

AC BONUS	CHECK	SPEED	QUANTITY
+1 attack rolls and damage rolls	3	Ammunition	2
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

When you hit an enemy using this ammunition, that enemy and each creature adjacent to it is slowed until the end of your next turn.

AT-WILL ENCOUNTER DAILY

POWER

This web-strewn quarrel envelops the enemy when it hits.

ITEM SLOT	WEIGHT 0	PRICE 30	BOOK AV2
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Surprise Bullet +1

AC BONUS	CHECK	SPEED	QUANTITY
+1 attack rolls and damage rolls	3	Ammunition	2
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

When you attack an enemy using this ammunition, that enemy grants combat advantage to you for that attack.

AT-WILL ENCOUNTER DAILY

POWER

This winking bullet blinks in and out, so your target can't see it coming.

ITEM SLOT	WEIGHT 0	PRICE 30	BOOK AV2
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MAGIC ITEM 

MAGIC ITEM 