DUNGEONS & DRAGONS

Player Name: Scott David Gray

Izzeyl Myrahel	1	Ranger|Rogue					986
Character Name	Level	Class		Paragon Path	Epic Destiny		Total XP
Drow	Medium	36	Male	5'8"	160 lb.	Unaligned	Lolth (Forgotten Rea...	2223-755-101
Race	Size	Age	Gender	Height	Weight	Alignment	Deity	RPGA Number

Paragon Path: Unaligned
Epic Destiny: Lolth (Forgotten Rea...
Adventuring Company

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

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
17	AC	10	7					
13	FORT	10	2	1				
16	REF	10	5	1				
11	WILL	10	1					

CONDITIONAL BONUSES

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

INITIATIVE

SCORE		DEX	1/2 LVL	MISC
5	Initiative	5		

CONDITIONAL MODIFIERS

ACTION POINTS

1	Action Points

MILESTONES
0
1
2

ACTION POINTS
1
2
3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	
		SURGE VALUE	SURGES/DAY
26	13	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

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

MOVEMENT

SCORE		BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6			

SPECIAL MOVEMENT

SENSES

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

SPECIAL SENSES
Darkvision

RACE FEATURES

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

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

Darkfire Charisma - Use CHA for Darkfire

Fey Origin - Your origin is fey, not natural

FEATS

Shadow Initiate

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 ☐

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☐

DAILY POWERS

Split the Tree ☐

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UTILITY POWERS

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OTHER EQUIPMENT

Hand Crossbow (E)

Short sword (E)

Leather Armor (E)

Backpack (empty)

Belt Pouch (empty)

Flint and Steel

Hempen Rope (50 ft.)

Thieves' Tools

Trail Rations (10)

Waterskin

Magazine (9)

COINS AND OTHER 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 Per Day

Heroic (1-10) ☐	Milestone	☐ / ☐ / ☐ / ☐
Paragon (11-20) ☐ ☐	Milestone	☐ / ☐ / ☐ / ☐
Epic (21-30) ☐ ☐ ☐	Milestone	☐ / ☐ / ☐ / ☐

RITUALS / ALCHEMY

COMPANION

HP ◯

Size:

Vision:

Speed:

Trained Skills:

STR	AC
CON	
DEX	Fort
INT	Ref
WIS	
CHA	Will

Healing Surge Value:

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

East Rift
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.

CHARACTER NAME
Izzeyl Myrahel

PLAYER NAME
Scott David Gray

RACE	CLASS	LEVEL
Drow	Hybrid	1

HP 26

Spd 6

Init +5

SCORE	ABILITY	MOD
10	STR	+0
14	CON	+2
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 |

PLAY DATA — Dungeons & Dragons

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

PLAY DATA — Dungeons & Dragons

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.

ENCOUNTER SPECIAL — Dungeons & Dragons

Second Wind

KEYWORDS

USED

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

UTILITY POWER — Dungeons & Dragons

Melee Basic Attack

KEYWORDS Weapon

USED

Standard	*		Melee 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

AT-WILL POWER — Dungeons & Dragons

Ranged Basic Attack

KEYWORDS Weapon

USED

Standard		*	Ranged 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

AT-WILL POWER — Dungeons & Dragons

Hunter's Quarry

KEYWORDS

USED

Minor			
ACTION			**RANGE**

	vs		
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

USED

Standard	*	*	Melee or Ranged 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

USED

Standard	*	*	Melee or Ranged 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

Assassin's Shroud

KEYWORDS				USED
Shadow				

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*

AT-WILL POWER — DUNGEONS & DRAGONS

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*

ENCOUNTER POWER — DUNGEONS & DRAGONS

Darkfire

KEYWORDS				USED

Minor	↕ 10 ⤺	Ranged 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 — DUNGEONS & DRAGONS

Unbalancing Shot

KEYWORDS				USED
Martial, Weapon				

Standard	↕ * ⤺	Ranged weapon	
ACTION	↩ ❄	RANGE	

7	vs	AC	One creature
ATTACK	DEFENSE		TARGET

The impact of your shot leaves your enemy wobbly.

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*

ENCOUNTER POWER — DUNGEONS & DRAGONS

Split the Tree

KEYWORDS				USED
Martial, Weapon				

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*

DAILY POWER — DUNGEONS & DRAGONS