

Bob 5 Level **5** Scout Class Paragon Path **Unaligned** Alignment **Unaligned** **Sehanine** Deity **Epic Destiny** **5** 500 Total XP
 Character Name **Elf** Gender **Male** Height Weight Adventuring Company RPGA Number
 Race Size **Medium** Age

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
7	5	2	

INITIATIVE **5**

DEFENSES

SCORE	DEFENSE	1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
22	AC	12	8		2		

DEFENSE **12** AC **12** FEAT **8** ENH **2**

ABILITY SCORES

SCORE	ABILITY	MOD + 1/2 LVL
12	STR Strength	3
10	CON Constitution	2
20	DEX Dexterity	7
11	INT Intelligence	2
18	WIS Wisdom	6
8	CHA Charisma	1

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
7	Speed (Squares)	7		

MOVEMENT **7**

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
16	Passive Insight	10	6
25	Passive Perception	10	15

SENSES **16** PASSIVE SENSE **10** SKILL BONUS **6**

ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ACTION POINTS **0** MILESTONES **1** ACTION POINTS **1**

RACE FEATURES

- Elven Weapon Proficiency** - Proficiency with longbow and shortbow
- Fey Origin** - You have the fey origin
- Wild Step** - Ignore difficult terrain when shifting
- Subtle Step** - You have the subtle step power
- Group Awareness** - Non-elf allies within 5 sq. gain +1 to Perception

CLASS / PATH / DESTINY FEATURES

- Spellscarred Harbinger Starting Feature** - Gain dimensionally aware
- Spellscarred Harbinger (Vanish)** - become invisible c
- Flashing Blade Mastery** - +1 to attack rolls with light blade
- Dual Weapon Attack** - Gain the dual weapon attack power
- Attack Finesse** - Use Dexterity for melee basic attacks
- Ranger Wilderness Knacks** - Gain 2 wilderness knacks
- Watchful Rest** - No penalty to Perception for sleeping
- Ambush Expertise** - Allies gain +2 stealth when you m
- Aspects of the Wild (Scout)** - Gain utilities
- Level 3 Improved Power Strike** - You can use power stri
- Level 4 Wilderness Knack** - Gain 1 wilderness knack

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
11	Acrobatics	7	5	-1	0
2	Arcana	2	0	n/a	0
2	Athletics	3	0	-1	0
1	Bluff	1	0	n/a	0
1	Diplomacy	1	0	n/a	0
6	Dungeoneering	6	0	n/a	0
6	Endurance	2	5	-1	0
6	Heal	6	0	n/a	0
2	History	2	0	n/a	0
6	Insight	6	0	n/a	0
1	Intimidate	1	0	n/a	0
13	Nature	6	5	n/a	2
15	Perception	6	5	n/a	4
2	Religion	2	0	n/a	0
11	Stealth	7	5	-1	0
1	Streetwise	1	0	n/a	0
6	Thievery	7	0	-1	0

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
47	23	11

HEALING SURGES **11** SURGE VALUE **7** SURGES/DAY **7**

CURRENT HIT POINTS **47** 1/2 HP **23** 1/4 HP **11**

SECOND WIND 1/ENCOUNTER

TEMPORARY HIT POINTS **USED**

DEATH SAVING THROW FAILURES

SAVING THROW MODS **USED**

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Lifedrinker Rapier +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+12	2	5	3	1	1	1	1

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Lifedrinker Rapier +1

DAMAGE	ABIL	FEAT	ENH	MISC
1d8+6	5	1	1	1

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
12	vs AC	Lifedrinker Rapier +1	1d8+6
11	vs AC	Short sword	1d6+5
9	vs AC	Hand Crossbow	1d6+5
7	vs AC	Unarmed (Melee)	1d4+5

Reactive Shift

KEYWORDS: Martial

Imm React	+	➤	Personal
ACTION	←	✳	RANGE
vs			
ATTACK	DEFENSE		TARGET

Trigger: An enemy you can see ends its turn adjacent to you.
Effect: You shift a number of squares up to your Wisdom modifier (+4).

ADDITIONAL EFFECTS

CLASS: Ranger LEVEL: 5 BOOK: PEHOTFK

ENCOUNTER POWER

Subtle Step

KEYWORDS: Primal, Stance

Move	+	➤	Personal
ACTION	←	✳	RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Effect: You can shift up to your speed as a move action.

ADDITIONAL EFFECTS

CLASS: Elf LEVEL: BOOK: NCG

UTILITY POWER

Aspect of the Dancing Serpent

KEYWORDS: Primal, Stance

Minor	+	➤	Personal
ACTION	←	✳	RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Effect: You assume the Aspect of the Dancing Serpent stance. Until the stance ends, you gain the following benefits:

- You can take a free action at the end of each of your turns to shift 1 square.
- When you make a basic attack against an enemy that has none of its allies adjacent to it, you gain a +1 power bonus to the attack roll and damage roll.
- Level 11: The bonus to the damage roll increases to +2.
- Level 21: The bonus to the damage roll increases to +3.

ADDITIONAL EFFECTS

CLASS: Ranger LEVEL: BOOK: PEHOTFK

UTILITY POWER

Aspect of the Cunning Fox

KEYWORDS: Primal, Stance

Minor	+	➤	Personal
ACTION	←	✳	RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Effect: You assume the Aspect of the Cunning Fox stance. Until the stance ends, you gain the following benefits:

- You take only half damage from attacks made against you during your turn.
- Whenever you hit or miss with a melee attack or a ranged attack on your turn, you can take a free action to shift up to 2 squares.

ADDITIONAL EFFECTS

CLASS: Ranger LEVEL: BOOK: PEHOTFK

UTILITY POWER

Spellscarred Harbinger Vanish

KEYWORDS: Primal

Minor	+	➤	Personal
ACTION	←	✳	RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Encounter/Minor: Become invisible until the start of your next turn.

ADDITIONAL EFFECTS

CLASS: Ranger LEVEL: * BOOK: PEHOTFK

UTILITY POWER

Oak Skin

KEYWORDS: Primal

Minor	+	➤	Personal
ACTION	←	✳	RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Effect: You gain resistance to all damage until the end of the encounter. The resistance equals your Wisdom modifier (+4).

ADDITIONAL EFFECTS

CLASS: Ranger LEVEL: 2 BOOK: PEHOTFK

UTILITY POWER

Spellscar Empowerment

KEYWORDS: Arcane

No Action	+	➤	Special
ACTION	←	✳	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	

Trigger: You hit an enemy with an attack.
Effect: The enemy you hit is dazed until the end of your next turn. You take damage equal to 5 + one-half your level.

ADDITIONAL EFFECTS

CLASS: LEVEL: * BOOK: NCG

UTILITY POWER

Lifedrinker Rapier +1

1d8	3	Light Blade	GROUP	RANGE
DAMAGE	PROFICIENT			
+1 attack rolls and damage rolls		5	LEVEL	CRITICAL
ENHANCEMENT When you drop an enemy to 0 hit points or fewer with a melee attack made with this weapon, gain 5 temporary hit points.				
PROPERTIES Melee Basic Attack: +12 attack, 1d8+6 damage				
POWER <input checked="" type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY				
Rarity: Uncommon				
ITEM SLOT	One-hand	WEIGHT	2	PRICE
				1000
				BOOK PH

MAGIC WEAPON

Talon Amulet +1

AC BONUS	CHECK	SPEED	QUANTITY
+1 Fortitude, Reflex, and Will		3	1


ENHANCEMENT LEVEL 3 Neck Slot Item
TYPE Neck Slot Item

PROPERTIES
Gain +1 item bonus to damage rolls when you have combat advantage.

POWER
 AT-WILL ENCOUNTER DAILY

Rarity: Uncommon
Power (Daily): Minor Action. Up until the end of the encounter, any creature that hits you with a melee attack takes 1d6 damage.

ITEM SLOT	Neck	WEIGHT	0	PRICE	680	BOOK	R707P
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MAGIC ITEM 

Summoned Hide Armor +2

AC BONUS	CHECK	SPEED	QUANTITY
+2 AC	-1	-	1


ENHANCEMENT LEVEL 6 Armor
TYPE Armor

PROPERTIES
Thicker and heavier than leather, hide armor is composed of skin from any creature that has a tough hide, such as a bear, a griffon, or a dragon. Hide armor can bind and slightly hinder your precision, but it's light enough that it doesn't affect your speed.

POWER
 AT-WILL ENCOUNTER DAILY

Rarity: Uncommon
Power (At-Will): Minor Action. You banish this armor to a secure extradimensional location. At any point in the future, unless you are wearing armor, you can use another minor action to recall the armor. The armor appears on you as though you had donned it normally.

ITEM SLOT	Body	WEIGHT	25	PRICE	1800	BOOK	PH
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MAGIC ITEM 

Gloves of Piercing (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		3	1

ENHANCEMENT LEVEL 3 Hands Slot Item
TYPE Hands Slot Item

PROPERTIES

POWER
 AT-WILL ENCOUNTER DAILY

Rarity: Uncommon
Power (Daily): Minor Action. Until the end of the encounter, your attacks ignore any resistance of 10 or lower.

ITEM SLOT	Hands	WEIGHT	0	PRICE	680	BOOK	PH
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MAGIC ITEM 

Potion of Healing (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		5	2

ENHANCEMENT LEVEL 5 Potion
TYPE Potion

PROPERTIES

POWER
 AT-WILL ENCOUNTER DAILY

Rarity: Common
Power (Consumable • Healing): Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

ITEM SLOT		WEIGHT	0	PRICE	50	BOOK	PH
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MAGIC ITEM 