

Bob 6 Level **6** Class **Scout** Paragon Path **Unaligned** Alignment **Unaligned** Adventuring Company **Sehanine** Delity **Sehanine** Epic Destiny **7 500** Total XP **7 500**
 Character Name **Elf** Race **Elf** Gender **Male** Height **5** Weight **120** RPGA Number **12345**

INITIATIVE

DEX	1/2 LVL	MISC
5	3	

SCORE **8** Initiative **5 3**

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	MOD + 1/2 LVL
12	STR Strength	4
10	CON Constitution	3
20	DEX Dexterity	8
11	INT Intelligence	3
18	WIS Wisdom	7
8	CHA Charisma	2

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
12	Acrobatics	8	5	-1	0
3	Arcana	3	0	n/a	0
3	Athletics	4	0	-1	0
2	Bluff	2	0	n/a	0
2	Diplomacy	2	0	n/a	0
7	Dungeoneering	7	0	n/a	0
7	Endurance	3	5	-1	0
7	Heal	7	0	n/a	0
3	History	3	0	n/a	0
7	Insight	7	0	n/a	0
2	Intimidate	2	0	n/a	0
14	Nature	7	5	n/a	2
16	Perception	7	5	n/a	4
3	Religion	3	0	n/a	0
12	Stealth	8	5	-1	0
2	Streetwise	2	0	n/a	0
7	Thiery	8	0	-1	0

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

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
7	Speed (Squares)	7		

SPECIAL MOVEMENT

DEFENSES

SCORE	DEFENSE	1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
24	AC	13	8		2	1	

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
17	Passive Insight	10	7
26	Passive Perception	10	16

SPECIAL SENSES
Low-light Vision

ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

FEATS

Agile Stand - Shift when standing up

Toughness - Gain 5 additional hit points, 10 at 11th, 15 at 21st

Weapon Expertise (Light Blade) - Gain bonus to attack rolls with light blades.

Nimble Blade - +1 to attacks with light blade and combat advantage

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Lifedrinker Rapier +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+14	3	5		3	1	1	1

ABILITY: Melee Basic Attack - Shielding Blade Short sword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+14	3	5		3	1	1	1

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Lifedrinker Rapier +1

DAMAGE	ABIL	FEAT	ENH	MISC
1d8+6	5		1	

ABILITY: Melee Basic Attack - Shielding Blade Short sword

DAMAGE	ABIL	FEAT	ENH	MISC
1d6+6	5		1	

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
14	vs AC	Lifedrinker Rapier +1	1d8+6
14	vs AC	Shielding Blade Short sword	1d6+6
10	vs AC	Hand Crossbow	1d6+5
8	vs AC	Unarmed (Melee)	1d4+5

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
52	26	13

1/2 HP **26** 1/4 HP **13**

CURRENT HIT POINTS

SECOND WIND 1/ENCOUNTER

TEMPORARY HIT POINTS **USED**

DEATH SAVING THROW FAILURES

SAVING THROW MODS

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
+14	3	5		3	1	1	1

ABILITY: Melee Basic Attack - Shielding Blade Short sword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+14	3	5		3	1	1	1

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Lifedrinker Rapier +1

DAMAGE	ABIL	FEAT	ENH	MISC
1d8+6	5		1	

ABILITY: Melee Basic Attack - Shielding Blade Short sword

DAMAGE	ABIL	FEAT	ENH	MISC
1d6+6	5		1	

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
14	vs AC	Lifedrinker Rapier +1	1d8+6
14	vs AC	Shielding Blade Short sword	1d6+6
10	vs AC	Hand Crossbow	1d6+5
8	vs AC	Unarmed (Melee)	1d4+5

CHARACTER NAME
Bob 6

PLAYER NAME
Elf

RACE
Elf

CLASS
Scout

LEVEL
6

SCORE ABILITY MOD

HP	52	STR	+1	AC	24
Spd	7	CON	+0	Fort	17
Init	+8	INT	+0	Ref	21
		WIS	+4	Will	19
		CHA	-1		

17 Passive Insight 26 Passive Perception

Second Wind

KEYWORDS: Standard, Personal, RANGE

ACTION: **AT-WILL** ENCOUNTER DAILY


Effect: You spend a healing surge and regain 13 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS: Scout LEVEL: BOOK: PH

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

Skills

12 Acrobatics	DEX (Trained)
3 Arcana	INT
3 Athletics	STR
2 Bluff	CHA
2 Diplomacy	CHA
7 Dungeoneering	WIS (Trained)
7 Endurance	CON (Trained)
7 Heal	WIS
3 History	INT
7 Insight	WIS
2 Intimidate	CHA
14 Nature	WIS (Trained)
16 Perception	WIS (Trained)
3 Religion	INT
12 Stealth	DEX (Trained)
2 Streetwise	CHA
7 Thievery	DEX

ADDITIONAL EFFECTS

PLAY DATA

Melee Basic Attack

KEYWORDS: Standard, Melee weapon, RANGE, TARGET

ACTION: **14** vs AC DEFENSE One creature

Attack: Strength or Dexterity vs. AC
Hit: 1[W] + Strength or Dexterity modifier damage. Increase damage to 2[W] + Strength or Dexterity modifier damage at 21st level.

Lifedrinker Rapier +1: +14 attack, 1d8+6 damage

ADDITIONAL EFFECTS

+1 to attack rolls when you have combat advantage - Nimble Blade.

CLASS: Scout LEVEL: * BOOK: PH

AT-WILL POWER

Power Strike

KEYWORDS: Martial, Weapon, No Action, Special, RANGE, TARGET

ACTION: **14** vs AC DEFENSE The enemy you hit

Attack: You hit an enemy with a melee basic attack using a weapon.
Effect: The target takes 1[W] extra damage from the triggering attack.
Level 17: 2[W] extra damage.
Level 27: 3[W] extra damage.
Special: You can use power strike twice per encounter, but only once per turn.

ADDITIONAL EFFECTS

CLASS: Scout LEVEL: BOOK: PEHOTFL

ENCOUNTER POWER

Dual Weapon Attack

KEYWORDS: Martial, Weapon, Free, Melee weapon, RANGE, TARGET

ACTION: **14** vs AC DEFENSE One creature

Requirement: You must be wielding two melee weapons.
Trigger: You hit with a melee basic attack on your turn
Attack: Dexterity vs. AC (off-hand weapon)
Hit: 1[W] + Dexterity modifier (+5) damage.
Special: You can use this power only once per round

Shielding Blade Short sword +1: +14 attack, 1d6 +6 damage

ADDITIONAL EFFECTS

+1 to attack rolls when you have combat advantage - Nimble Blade.

CLASS: Ranger LEVEL: BOOK: PEHOTFK

AT-WILL POWER

Ranged Basic Attack

KEYWORDS: Weapon, Standard, Ranged weapon, RANGE, TARGET

ACTION: **10** vs AC DEFENSE One creature

Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+5) damage. Increase damage to 2[W] + Dexterity modifier (+5) damage at 21st level.

Hand Crossbow: +10 attack, 1d6+5 damage

ADDITIONAL EFFECTS

CLASS: Scout LEVEL: * BOOK: PH

AT-WILL POWER

Second Wind

KEYWORDS: Standard, Personal, RANGE

ACTION: **AT-WILL** ENCOUNTER DAILY

Effect: You spend a healing surge and regain 13 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS: Scout LEVEL: BOOK: PH

ENCOUNTER POWER

Reactive Shift

KEYWORDS	Martial	USED
Imm React	<input type="checkbox"/> + <input type="checkbox"/> - <input type="checkbox"/> *	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	USED
Move	<input type="checkbox"/> + <input type="checkbox"/> - <input type="checkbox"/> *	Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" 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	USED
Minor	<input type="checkbox"/> + <input type="checkbox"/> - <input type="checkbox"/> *	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	USED
Minor	<input type="checkbox"/> + <input type="checkbox"/> - <input type="checkbox"/> *	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		USED
	<input type="checkbox"/> + <input type="checkbox"/> - <input type="checkbox"/> *	
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: LEVEL: * BOOK:

UTILITY POWER

Oak Skin

KEYWORDS	Primal	USED
Minor	<input type="checkbox"/> + <input type="checkbox"/> - <input type="checkbox"/> *	Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" 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	USED
No Action	<input type="checkbox"/> + <input type="checkbox"/> - <input type="checkbox"/> *	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

Torture Reality

KEYWORDS	Arcane	USED
Imm Interr	<input type="checkbox"/> + <input type="checkbox"/> - <input type="checkbox"/> *	Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: You are targeted by a melee or a ranged attack.
Effect: You redirect the attack to another creature adjacent to you, other than the attacker.

ADDITIONAL EFFECTS

CLASS: LEVEL: 6 BOOK: NCG

UTILITY POWER

Lifdrinker Rapier +1

1d8	3	Light Blade	RANGE
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		5	+1d6 necrotic damage
ENHANCEMENT		LEVEL	CRITICAL
<p>PROPERTIES</p> <p>When you drop an enemy to 0 hit points or fewer with a melee attack made with this weapon, gain 5 temporary hit points.</p> <p>Melee Basic Attack: +14 attack, 1d8+6 damage</p>			
<input type="checkbox"/> AT-WILL		<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
<p>POWER</p> <p>Rarity: Uncommon</p>			
ITEM SLOT	One-hand	WEIGHT 2	PRICE 1000
			BOOK PH

MAGIC WEAPON

Shielding Blade Short sword +1

1d6	3	Light Blade	RANGE
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		4	+1d6 damage per plus
ENHANCEMENT		LEVEL	CRITICAL
<p>PROPERTIES</p> <p>You gain a +1 shield bonus to AC.</p> <p>Off-hand</p> <p>Melee Basic Attack: +14 attack, 1d6+6 damage</p>			
<input type="checkbox"/> AT-WILL		<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
<p>POWER</p> <p>Rarity: Common</p>			
ITEM SLOT	Off-hand	WEIGHT 2	PRICE 840
			BOOK PH

MAGIC WEAPON

Summoned Hide Armor +2

3	-1	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+2 AC		6	Armor
ENHANCEMENT		LEVEL	TYPE
<p>PROPERTIES</p> <p>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.</p>			
<input checked="" type="checkbox"/> AT-WILL		<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
<p>POWER</p> <p>Rarity: Uncommon</p> <p>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.</p>			
ITEM SLOT	Body	WEIGHT 25	PRICE 1800
			BOOK PH

MAGIC ITEM

Potion of Healing (heroic tier)

			2
AC BONUS	CHECK	SPEED	QUANTITY
		5	Potion
ENHANCEMENT		LEVEL	TYPE
<p>PROPERTIES</p>			
<input type="checkbox"/> AT-WILL		<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
<p>POWER</p> <p>Rarity: Common</p> <p>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.</p>			
ITEM SLOT		WEIGHT 0	PRICE 50
			BOOK PH

MAGIC ITEM

Amulet of Double Fortune +2

			1
AC BONUS	CHECK	SPEED	QUANTITY
+2 Fortitude, Reflex, and Will		7	Neck Slot Item
ENHANCEMENT		LEVEL	TYPE
<p>PROPERTIES</p> <p>When you score a critical hit, you make a saving throw against one effect that a save can end. You gain an item bonus to that saving throw equal to the amulet's enhancement bonus.</p>			
<input type="checkbox"/> AT-WILL		<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
<p>POWER</p> <p>Rarity: Uncommon</p>			
ITEM SLOT	Neck	WEIGHT 0	PRICE 2600
			BOOK AVZ

MAGIC ITEM