

Raven
Character Name

1
Level

Elf
Race

Female
Gender

Unaligned
Alignment

Black
Hair

Green
Eyes

Height

Weight

Size

Diety

Class
Paragon
Epic Destiny

Ranger



	Score	Mod
STR	12	+1
CON	12	+1
DEX	18	+4
INT	10	+0
WIS	18	+4
CHA	8	-1

AC 17 = 10+ 0 + 4 + 3 + 0 + 0 + 0

Fort 12 = 10+ 0 + 1 + 1 + 0 + 0 + 0

Ref 15 = 10+ 0 + 4 + 1 + 0 + 0 + 0

Will 14 = 10+ 0 + 4 + 0 + 0 + 0 + 0

Resistances

Saving Throw Bonuses

Defense & Healing Notes

HP 24

Bloodied 12

Current HP

Temp HP

Healing Surges 7 = 6 + 1 + 0

Surge Heals 6 = 6 + 0 + 0

Surges Used



Initiative 8 = 0 + 4 + 4

Speed 7 = 7 + 0 - 0



Passive Perception 23

Passive Insight 14

Attack Power	Attack	AC	Damage	Effects & Notes	Freq
Nimble Strike	+6	vs AC	1d10+5	Shift 1 square before or after attack	At Will
Twin Strike	+6	vs AC	1d10+1	Two shots	At Will
Two Fanged Strike	+6	vs AC	1d10+5	Two shots, if you hit with both, +4 damage	Enc.
Split the Tree	+11	vs AC	2d10+5	One shot at 2 foes. Roll hit x2, pick best	Daily

Combat Notes

Hunter's Quarry: nearest target, minor, +1d8 damage

Action Points Milestones

Additional AP Effects

Weapon / Implement	Range	Attack	Lvl	Abil	Prof	Enh	Feat	Misc	Damage	Abil	enh	feat	Misc	Properties / Notes
Longbow, +1 vicious		+6	0	4	2				1d10+5	4		1		1d12 on crit
Falchion		+4	0	1	3				2d4+2	1				High Crit: +2d4
		+2	0		2									

	Total	1/2 lvl	Abil	Trained	Race	Misc	Armor
Acrobatics (Dex)	+3	0	4		0		-1
Arcana (Int)	+0	0	0		0		
Athletics (Str)	+6	0	1	✓	0	1	-1
Bluff (Cha)	-1	0	-1		0		
Diplomacy (Cha)	-1	0	-1		0		
Dungeoneering (Wis)	+4	0	4		0		
Endurance (Con)	+0	0	1		0		-1
Heal (Wis)	+9	0	4	✓	0		
History (Int)	+0	0	0		0		
Insight (Wis)	+4	0	4		0		
Intimidate (Cha)	-1	0	-1		0		
Nature (Wis)	+11	0	4	✓	2		
Perception (Wi)	+13	0	4	✓	2	2	
Religion (Int)	+0	0	0		0		
Stealth (Dex)	+9	0	4	✓	0	1	-1
Streetwise (Cha)	-1	0	-1		0		
Thievery (Dex)	+3	0	4		0		-1
>> Custom	+0	0					



Feats

3 Languages

Feat	Description / Notes	Source
Lethal Hunter	Quarry damage dice use d8's	
Weapon Focus: bows	+1 damage with bows	
(Ra) Defensive Mobility	+2 AC vs Opp Attacks from movement	

Wealth

PP SP Astrl Diam
 GP CP Residuum
10 cp = 1 sp 100 gp = 1 pp 10 sp = 1 gp 100 pp = 1 ad 50 coins = 1 lb

Misc Valuables Value

Misc Valuables	Value



Abilities

Ability Name	Description / Notes	Source
Group Awareness	Grant allies in 5 squares +1 to perception	
Wild Step	Ignore difficult terrain on shift	
Elven Accuracy	Roller one attack 1/encounter	



Equipment

Equipment Worn

Armor	AC	Speed	Check	Weight	Notes
Hide Armor	+3		-1		

Shield	AC	Speed	Check	Weight	Notes

Slot	Item	Notes
Head		
Neck		
Arms		
Hands		
Ring		
Ring		
Waist		
Feet		

Equipment Carried (List items indented under their containers)

Item	Wt	Item	Wt
Backpack	2	Longbow	2
Backpack (empty)	2	Quiver with arrows	3
Bedroll	5	Spare quiver	3
Flint and steel		Falchion	7
Pouch, belt (empty)	0.5		
Rations, trail (10 days)	10		
Rope, hempen (50 ft.)	10		
Sunrods (2)	2		
Waterskin	4		
		Clothes	5
		Wealth	1

Normal Load Medium Load Normal Load Total Carried



Experience

Current XP Next Level