



DUNGEONS & DRAGONS®

Dranith

CHARACTER NAME

Class: Ranger Level: 2

Race: Changeling Gender: Female

Alignment: Unaligned

Languages: Common

ABILITIES AND SKILLS

11 Strength

MODIFIER 0 CHECK 1

Strength measures your physical power.

Athletics

Trained

MISC. 0 CHECK

10 Constitution

MODIFIER 0 CHECK 1

Constitution represents health, stamina, and vital force.

Endurance

Trained

MISC. 0 CHECK

20 Dexterity

MODIFIER 5 CHECK 6

Dexterity measures coordination, agility, and balance.

Acrobatics

Trained

MISC. 10 CHECK

Stealth

Trained

MISC. 10 CHECK

Thievery

Trained

MISC. 5 CHECK

10 Intelligence

MODIFIER 0 CHECK 1

Intelligence describes how well you learn and reason.

Arcana

Trained

MISC. 1 CHECK

History

Trained

MISC. 1 CHECK

Religion

Trained

MISC. 1 CHECK

14 Wisdom

MODIFIER 2 CHECK 3

Wisdom measures common sense, self-discipline, and empathy.

Dungeoneering

Trained

MISC. 3 CHECK

Heal

Trained

MISC. 3 CHECK

Insight

Trained

MISC. 5 CHECK

Nature

Trained

MISC. 8 CHECK

Perception

Trained

MISC. 8 CHECK

10 Charisma

MODIFIER 0 CHECK 1

Charisma measures force of personality and leadership.

Bluff

Trained

MISC. 8 CHECK

Diplomacy

Trained

MISC. 1 CHECK

Intimidate

Trained

MISC. 1 CHECK

Streetwise

Trained

MISC. 1 CHECK

COMBAT STATISTICS

8

Initiative

Roll initiative to determine the turn order in combat.

6

Speed

Your speed is the number of squares you can move with a move action.

DEFENSES

20

Armor Class (AC)

CALCULATIONS

AC measures how hard it is to physically land an attack on you.

12

Fortitude

CALCULATIONS

Fortitude measures your toughness and resilience.

17

Reflex

CALCULATIONS

Reflex measures your ability to deflect or dodge attacks.

14

Will

CALCULATIONS

Will measures your strength of will and self-discipline.

5

Attack Bonus

Melee Basic/ER

1d8+1

9

Attack Bonus

Ranged Basic

1d10+6

When you attack, roll a d20 and add your attack bonus. Compare the result to the monster's defense to see if you hit. If you do hit, roll damage.

27

Hit Points

Bloodied

13

Your hit points measure the damage you can take before falling unconscious. Your bloodied value is half of your hit points (rounded down).

Healing Surge Value

6

Surges Per Day

6

When you spend a healing surge, you regain hit points equal to your healing surge value, which is one-quarter of your hit points (rounded down).

CURRENT HIT POINTS

Temporary Hit Points

Surges Remaining

ACTIONS IN COMBAT

On your turn in combat, you can take three actions:

A standard action, which is usually an attack

A move action, which involves movement

A minor action, which is simple and quick

You can give up an action to take another action from lower on the list, so you can take a move or a minor action instead of a standard action or a minor action instead of a move action.

Austin Emerson

Player Name

Dranith

Character Name



Racial Features

Change Shape

Use changeling disguise as an at-will power

Mental Defense

+1 to Will

Shapechanger

You have the shapechanger quality.

Changeling Trick

You have the changeling trick power.

Bluff Bonus

Insight Bonus

Class/Other Features

Fighting Style

Choose Archer Fighting Style, Two-Blade Fighting Style, Beast Mastery, Marauder Fighting Style, Hunter Fighting Style.

Hunter Fighting Style

Hunter's Quarry

Minor action, designate nearest enemy you see as quarry; deal extra damage to quarry once per round.

Running Attack

+1 to attack rolls after moving 2+ squares with standard action attack allowing movement

Feats

Quick Draw

Draw a weapon with attack action, +2 to initiative

Shapeshifting Contortionist

Escape as a minor action, no penalties for squeezing

Lethal Hunter

Hunter's Quarry damage dice increase to d8s

Austin Emerson

Player Name

Dranith

Character Name



Character Details

Adventuring Company

Theme

Background

Driven into Hiding

Personality Traits

Companions and Allies

Mannerisms and Appearance

Session and Campaign Notes

D&D Encounters Season 3

Other Notes

Equipment

Head Slot

Neck Slot

Arm Slot

Hand Slot

Ring Slot

Ring Slot

Off Hand Slot

Main Hand

Point Blank Longbow +1

Waist Slot

Body Slot

Veteran's Hide Armor +1

Tattoo Slot

Feet Slot

Ki Slot

Other Equipment

Adventurer's Kit
Arrows
Aura Killer Longsword +1

Total Weight (lbs.)

77

Carrying
Capacity (lbs.)

Normal 110

Heavy 220

Max 550

Coins and Other Wealth
4 Platinum, 47 Gold

Melee Basic Attack
 At-Will ♦ Standard action

Aura Killer Longsword +1: +5 vs. AC, 1d8+1 damage
Melee weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon
Attack: Strength vs. AC
Hit: 1[W] + Str modifier (+0) damage.
Level 21: 2[W] + Str modifier (+0) damage.

Additional Effects
 +1d8 to damage once per round (Hunter's Quarry)

Basic Attack

Ranged Basic Attack
 At-Will ♦ Standard action

Point Blank Longbow +1: +9 vs. AC, 1d10+6 damage
Ranged weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon
Attack: Dexterity vs. AC
Hit: 1[W] + Dex modifier (+5) damage.
Level 21: 2[W] + Dex modifier (+5) damage.

Additional Effects
 +1d8 to damage once per round (Hunter's Quarry)

Basic Attack

Changeling Disguise
 At-Will ♦ Minor Action

Personal
You alter your form to look like another person.

Keyword: Polymorph
Effect: You alter your physical form to take on the appearance of any Medium humanoid. You retain your statistics in your new form, and your clothing, armor, and possessions do not change. The new form lasts until you change form again. Any creature that attempts to see through your ruse makes an Insight check opposed by your Bluff check, and you gain a +5 bonus to your check.

Additional Effects

Changeling Racial Power

Changeling Trick
 Encounter ♦ Minor Action

Melee 1 **Target:** One creature

Your feint tricks a foe into giving you an advantage.

Effect: You make a Bluff check opposed by the target's passive Insight. If your check succeeds, you gain combat advantage against the target until the end of your next turn.

Additional Effects

Changeling Racial Power

Used ☐

Hunter's Quarry
 At-Will ♦ Minor Action

Effect: 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

Hunter's Quarry Power

Nimble Strike
 At-Will ♦ Standard action

Point Blank Longbow +1: +9 vs. AC, 1d10+6 damage
Ranged weapon **Target:** One creature

You slink past your enemy's guard to make your attack, or you make your attack and then withdraw to a more advantageous position.

Keywords: Martial, Weapon
Special: Shift 1 square before or after you attack.
Attack: Dexterity vs. AC
Hit: 1[W] + Dex modifier (+5) damage.

Additional Effects
 +1d8 to damage once per round (Hunter's Quarry)

Ranger Attack 1

Fading Strike
 At-Will ♦ Standard action

Point Blank Longbow +1: +9 vs. AC, 1d10+6 damage
Melee or Ranged weapon **Target:** One creature

You launch an attack against your foe and then back away for safety.

Keywords: Martial, Weapon
Attack: Dexterity vs. AC
Hit: 1[W] + Dex modifier (+5) damage, and you shift 2 squares to a square that is not adjacent to the target.
Hunter Fighting Style: When making an opportunity attack, you can use this power in place of a melee basic attack.

Additional Effects
 +1d8 to damage once per round (Hunter's Quarry)

Ranger Attack 1

Skirmish Shot
 Encounter ♦ Standard action

Point Blank Longbow +1: +9 vs. AC, 2d10+6 damage
Ranged weapon **Target:** One creature

You rush across the battlefield and then let off a devastating shot.

Keywords: Martial, Weapon
Effect: Before the attack, you move your speed.
Attack: Dexterity vs. AC
Hit: 2[W] + Dex modifier (+5) damage.

Additional Effects
 +1d8 to damage once per round (Hunter's Quarry)

Ranger Attack 1

Used ☐

Split the Tree
 Daily ♦ Standard action

Point Blank Longbow +1: +9 vs. AC. Make two attack rolls, take the higher result, and apply it to both targets., 2d10+6 damage
Ranged weapon **Targets:** Two creatures within 3 squares of each other

You fire two arrows at once, which separate in mid-flight to strike two different targets.

Keywords: Martial, Weapon
Attack: Dexterity vs. AC. Make two attack rolls, take the higher result, and apply it to both targets.
Hit: 2[W] + Dex modifier (+5) damage.

Additional Effects
 +1d8 to damage once per round (Hunter's Quarry)

Ranger Attack 1

Used ☐

Yield Ground

Encounter ♦ Immediate Reaction

Personal

Even as your foe connects, you leap backward, out of the way of further harm.

Keyword: Martial

Trigger: An enemy damages you with a melee attack

Effect: You can shift a number of squares equal to your Wis modifier (+2). Gain a +2 power bonus to all defenses until the end of your next turn.

Additional Effects

Ranger Utility 2

Used ☐

Veteran's Hide Armor +1

Armor ♦ Level 2

Armor Bonus: 3

Check: -1

Enhancement: +1 AC

Property: When you spend an action point, you gain a +1 item bonus to all attack rolls and defenses until the end of your next turn.

Aura Killer Longsword +1

Weapon ♦ Level 3

Damage: 1d8

Proficiency Bonus: 3

Properties: Versatile

Enhancement: +1 attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free. Trigger: You use this weapon to hit an enemy that has an aura. Effect: The enemy's aura ends, and the enemy can't reactivate it (save ends).

Point Blank Longbow +1

Weapon ♦ Level 3

Damage: 1d10

Proficiency Bonus: 2

Range: 20/40

Properties: Load Free

Enhancement: +1 attack rolls and damage rolls

Critical: +1d6 damage

Property: Gain a +2 item bonus to AC against opportunity attacks provoked by making a ranged attack with this weapon.

Power (Encounter): Free Action. Use this power when you make a ranged attack with this weapon; the attack does not provoke opportunity attacks.