



## 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	
Careful Attack	

### ENCOUNTER POWERS

Longtooth Shifting	<input type="checkbox"/>
Two-Fanged Strike	<input type="checkbox"/>
Leonine Surge	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

### DAILY POWERS

Sudden Strike	<input type="checkbox"/>
Tag the Prey	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

### UTILITY POWERS

Hunter's Privilege	<input type="checkbox"/>
Evade Ambush	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

### OTHER EQUIPMENT

Adventurer's Kit
Longbow

### COINS AND OTHER WEALTH

Money on hand: 52 gp
Stored money:
Encumbrance: 90 lb. / 190 lb.

## MAGIC ITEM INDEX

List your powers below.  
Check the box when the power is used.  
Clear the box when the power renews.

### MAGIC ITEMS

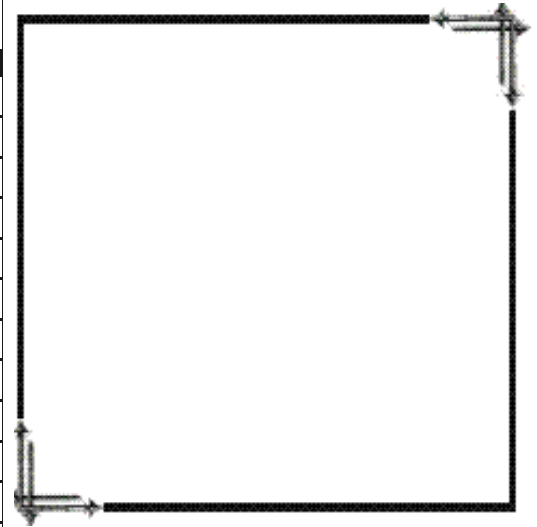
WEAPON	Quick Longsword +1 (One-hand) (2) (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Imposter's Scale Armor +2 (E)	<input type="checkbox"/>
ARMS	Bracers of Mighty Striking (heroic tier)	<input type="checkbox"/>
FEET	Ghoststride Boots (heroic tier) (E)	<input type="checkbox"/>
HANDS		<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK		<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
	Potion of Healing (heroic tier) (2)	<input type="checkbox"/>
	Tanglefoot Bag (level 2) (2)	<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>

### Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>		
Paragon (11-20)	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	
Epic (21-30)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>

### RITUALS / ALCHEMY


## CHARACTER PORTRAIT



### PERSONALITY TRAITS


### MANNERISMS AND APPEARANCE


### CHARACTER BACKGROUND

Background: Gritty Sergeant  
 Don't call me 'sir.' I work for a living, soldier! I was picking boys like you off the turf back when your mama was picking daisies in the field. Your papa, too.  
 You gain proficiency in a simple or military weapon of your choice, and you gain a +1 bonus to initiative checks.

### COMPANIONS AND ALLIES


### SESSION AND CAMPAIGN NOTES


CHARACTER NAME

Phillip - Captain of the Guard

PLAYER NAME

RACE Shifter, Longtooth CLASS Ranger LEVEL 6

<b>HP</b> 56	<b>19 STR</b>	<b>AC</b> 22
<b>Spd</b> 5	<b>14 CON</b>	<b>Fort</b> 18
<b>Init</b> +10	<b>14 DEX</b>	<b>Ref</b> 16
	<b>10 INT</b>	<b>Will</b> 16
	<b>16 WIS</b>	
	<b>8 CHA</b>	

<b>16</b> Passive Insight	<b>21</b> Passive Perception
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PLAY DATA



ENCOUNTER SPECIAL



ENCOUNTER ACTION



Second Wind

KEYWORDS	USED	
Standard	Personal	
<b>ACTION</b>	<b>RANGE</b>	
vs	Self	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
Effect: You spend a healing surge and regain 14 hit points. You gain a +2 bonus to all defenses until the start of your next turn.		
ADDITIONAL EFFECTS		
CLASS	LEVEL	BOOK PH

Hunter's Quarry

KEYWORDS	USED	
Minor		
<b>ACTION</b>	<b>RANGE</b>	
vs		
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
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. The extra damage is 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



Twin Strike

KEYWORDS	USED	
Martial, Weapon		
Standard	Melee or Ranged weapon	
<b>ACTION</b>	<b>RANGE</b>	
11 vs AC	One or two creatures	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
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.		
Quick Longsword +1: +11 attack, 1d8+1 damage		
ADDITIONAL EFFECTS		
+1d6 to damage once per round (Hunter's Quarry) +1 to attack rolls if none of your allies are closer to the target - P		
CLASS	LEVEL 1	BOOK PH

AT-WILL POWER



Careful Attack

KEYWORDS	USED	
Martial, Weapon		
Standard	Melee or Ranged weapon	
<b>ACTION</b>	<b>RANGE</b>	
13 vs AC	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
Requirement: You must be wielding two melee weapons or a ranged weapon. Attack: Strength + 2 vs. AC (melee) or Dexterity + 2 vs. AC (ranged). Hit: 1[W] damage (melee) or 1[W] damage (ranged). Increase damage to 2[W] (melee) or 2[W] (ranged) at 21st level.		
Quick Longsword +1: +13 attack, 1d8+1 damage		
ADDITIONAL EFFECTS		
+1d6 to damage once per round (Hunter's Quarry) +1 to attack rolls if none of your allies are closer to the target - P		
CLASS	LEVEL 1	BOOK PH

AT-WILL POWER



Longtooth Shifting

KEYWORDS	USED	
Healing		
Minor	Personal	
<b>ACTION</b>	<b>RANGE</b>	
vs		
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
Special: You must be bloodied to use this power. Effect: Until the end of the encounter or until rendered unconscious, you gain a +2 bonus to damage rolls. In addition, for as long as you are bloodied, you gain regeneration 2 (regeneration 4 at 11th level, regeneration 6 at 21st level).		
ADDITIONAL EFFECTS		

Two-Fanged Strike

KEYWORDS	USED	
Martial, Weapon		
Standard	Melee or Ranged weapon	
<b>ACTION</b>	<b>RANGE</b>	
11 vs AC	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
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] + Strength modifier (+4) damage (melee) or 1[W] + Dexterity modifier (+2) damage (ranged) per attack. If both attacks hit, you deal extra damage equal to your Wisdom modifier (+3).		
Quick Longsword +1: +11 attack, 1d8+5 damage		
ADDITIONAL EFFECTS		
+1d6 to damage once per round (Hunter's Quarry) +1 to attack rolls if none of your allies are closer to the target - P		

Leonine Surge

KEYWORDS	USED	
Martial, Weapon		
Standard	Melee weapon	
<b>ACTION</b>	<b>RANGE</b>	
11 vs AC	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
Requirement: You must be wielding two melee weapons. Attack: Strength vs. AC, two attacks Hit: 1[W] + Strength modifier (+4) damage per attack. If both attacks hit, the target is knocked prone and takes extra damage equal to your Wisdom modifier (+3). If both attacks miss, you grant combat advantage to all enemies until the start of your next turn.		
Quick Longsword +1: +11 attack, 1d8+5 damage		
ADDITIONAL EFFECTS		
+1d6 to damage once per round (Hunter's Quarry)		

## Sudden Strike

KEYWORDS		Martial, Weapon	USED
Standard	* ↑ ↻	Melee weapon	
<b>ACTION</b>	↶ ↷	<b>RANGE</b>	
<b>11</b>	vs	<b>AC</b>	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	
Requirement: You must be wielding two melee weapons. Attack: Strength vs. AC (off-hand weapon) Hit: 1[W] damage (off-hand weapon). Effect: You shift 1 square and make a secondary attack against the target. Secondary Attack: Strength vs. AC (main weapon) Hit: 2[W] + Strength modifier (+4) damage (main weapon), and the target is weakened until the end of your next turn.			
Quick Longsword +1: +11 attack, 1d8+1 damage			
ADDITIONAL EFFECTS +1d6 to damage once per round (Hunter's Quarry)			
CLASS	Ranger	LEVEL	1
BOOK	PH		
<b>DAILY POWER</b>		<b>DUNGEONS &amp; DRAGONS</b>	

## Hunter's Privilege

KEYWORDS		Martial, Stance	USED
No Action	↑ ↻	Personal	
<b>ACTION</b>	↶ ↷	<b>RANGE</b>	
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	
Trigger: You make an initiative check at the beginning of an encounter and your check result is higher than any other combatant's Effect: Until the stance ends, you add 3 to the extra damage you deal with Hunter's Quarry.			
ADDITIONAL EFFECTS			
CLASS	Ranger	LEVEL	2
BOOK	MP		
<b>UTILITY POWER</b>		<b>DUNGEONS &amp; DRAGONS</b>	

## Quick Longsword +1

		+1 attack rolls and damage	+1d6 damage
<b>BONUS</b>	<b>ENHANCEMENT</b>	<b>CRITICAL</b>	
PROPERTIES			
KEYWORDS		USED	
<b>ACTION</b>			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	
POWER			
Power (Daily): Free Action. Use this power when you hit a target with this weapon. Make a basic attack with this weapon against a target of your choice.			
ITEM SLOT/TYPE	One-hand	LEVEL	3
PRICE	680	BOOK	PH
<b>MAGIC ITEM</b>		<b>DUNGEONS &amp; DRAGONS</b>	

## Potion of Healing (heroic tier)

		<b>BONUS</b>	<b>ENHANCEMENT</b>	<b>CRITICAL</b>
PROPERTIES				
KEYWORDS		USED		
<b>ACTION</b>				
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY		
POWER				
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/TYPE	LEVEL	PRICE	BOOK	
	5	50	PH	
<b>MAGIC ITEM</b>		<b>DUNGEONS &amp; DRAGONS</b>		

## Tanglefoot Bag (level 2)

		<b>BONUS</b>	<b>ENHANCEMENT</b>	<b>CRITICAL</b>
PROPERTIES				
KEYWORDS		USED		
<b>ACTION</b>				
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY		
POWER				
Power (Consumable): Standard Action. Make an attack: Ranged 5/10; +5 vs. Reflex; on a hit, the target is immobilized until the end of your next turn, at which point the creature is then slowed until the end of its next turn.				
ITEM SLOT/TYPE	LEVEL	PRICE	BOOK	
	2	25	AV	
<b>MAGIC ITEM</b>		<b>DUNGEONS &amp; DRAGONS</b>		

## Bracers of Mighty Striking (heroic tier)

		<b>BONUS</b>	<b>ENHANCEMENT</b>	<b>CRITICAL</b>
PROPERTIES				
When you hit with a melee basic attack, you gain a +2 item bonus to the damage roll.				
KEYWORDS		USED		
<b>ACTION</b>				
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY		
POWER				
Item Slot: Arms				
ITEM SLOT/TYPE	Arms	LEVEL	PRICE	
		2	520	
BOOK	PH			
<b>MAGIC ITEM</b>		<b>DUNGEONS &amp; DRAGONS</b>		

## Tag the Prey

KEYWORDS		Martial, Weapon	USED
Standard	↑ * ↻	Ranged weapon	
<b>ACTION</b>	↶ ↷	<b>RANGE</b>	
<b>7</b>	vs	<b>AC</b>	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	
Attack: Dexterity vs. AC. This attack ignores the target's cover but not superior cover. Hit: 2[W] + Dexterity modifier (+2) damage, and you designate the target as your quarry until the end of your next turn. If the target was already your quarry, the attack deals 1[W] extra damage. Miss: Half damage, and you do not designate the target as your quarry.			
Longbow: +7 attack, 2d10+2 damage			
ADDITIONAL EFFECTS +1d6 to damage once per round (Hunter's Quarry) +1 to attack rolls if none of your allies are closer to the target - P			

## Evade Ambush

KEYWORDS		Martial	USED
No Action	↑ * ↻	Ranged sight	
<b>ACTION</b>	↶ ↷	<b>RANGE</b>	
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	
Effect: At the start of a surprise round in which any allies are surprised, use this power to allow a number of allies equal to your Wisdom modifier (+3) to avoid being surprised.			
ADDITIONAL EFFECTS			

## Flesh Seeker Longsword +2

		+2 attack rolls and damage	+2d6 damage
<b>BONUS</b>	<b>ENHANCEMENT</b>	<b>CRITICAL</b>	
PROPERTIES			
KEYWORDS		USED	
<b>ACTION</b>			
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER			
Power (Encounter): Free Action. Use when you hit an enemy with this weapon. You gain a +1 power bonus on your next attack against that target with this weapon.			

## Imposter's Scale Armor +2

BONUS	ENHANCEMENT	CRITICAL
	+2 AC	
PROPERTIES		
KEYWORDS		
USED		
ACTION		
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER		
<p>Power (At-Will • Polymorph): Minor Action. You can transform this armor into a normal-looking set of clothes. While in clothes form, the armor does not provide an armor bonus, but neither does it impose an armor check penalty or speed reduction. You can add this armor's enhancement bonus to any Bluff check made to attempt to disguise your appearance. You can change this armor back into its true form as a minor action.</p>		
ITEM SLOT/TYPE	Body	LEVEL 6 PRICE 1800 BOOK <i>PH</i>

MAGIC ITEM



## Cape of the Mountebank +1

BONUS	ENHANCEMENT	CRITICAL
	+1 Fortitude, Reflex, and V	
PROPERTIES		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
POWER		
<p>Item Slot: Neck                      Power (Daily • Teleportation): Immediate Reaction. Use this power when you are hit by an attack. Teleport 5 squares and gain combat advantage against the attacker until the end of your next turn.</p>		
ITEM SLOT/TYPE	Neck	LEVEL 5 PRICE 1000 BOOK <i>AV</i>

MAGIC ITEM



## Catstep Boots (heroic tier)

BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
<p>When you fall or jump down, you take only half normal falling damage and always land on your feet.</p>		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
POWER		
<p>Item Slot: Feet                      Power (Daily): Free Action. Gain a +5 power bonus to your next Acrobatics check or Athletics check.</p>		
ITEM SLOT/TYPE	Feet	LEVEL 3 PRICE 680 BOOK <i>PH</i>

MAGIC ITEM



## Ghoststride Boots (heroic tier)

BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
<p>While you are running, you gain a +1 item bonus to AC and become insubstantial.</p>		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER		
<p>Item Slot: Feet</p>		
ITEM SLOT/TYPE	Feet	LEVEL 6 PRICE 1800 BOOK <i>Dragon 369</i>

MAGIC ITEM

