

**Zhartull** 7 Ranger 0  
 Character Name Medium Male Level Class Paragon Path Epic Destiny Total XP  
 Githzerai Size Age Gender Height Weight Alignment Deity Adventuring Company or Other Affiliations

### INITIATIVE

SCORE	DEX	1/2 LEVEL	MISC
10	5	3	2

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10+ 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
22	AC	13	7	0	0	2	0	0

CONDITIONAL BONUSES: +2 AC vs Opp Attacks

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed	(Squares)	6	0 0 0

SPECIAL MOVEMENT

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	<b>STR</b> Strength	0	3
8	<b>CON</b> Constitution	-1	2
20	<b>DEX</b> Dexterity	5	8
10	<b>INT</b> Intelligence	0	3
20	<b>WIS</b> Wisdom	5	8
10	<b>CHA</b> Charisma	0	3

### FORT

DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	13	0	1	0	1	0	0

CONDITIONAL BONUSES

### REF

DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
20	13	5	1	0	1	0	0

CONDITIONAL BONUSES

### WILL

DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
19	13	5	0	0	1	0	0

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
18	Passive Insight	10	+ 8
23	Passive Perception	10	+ 13

SPECIAL SENSES

### HIT POINTS

MAX HP	BLOODED	HEALING SURGES	
		SURGE VALUE	SURGES/DAY
50	25	13	5

1/2 HP 1/4 HP

### ACTION POINTS

1	2	3
1	Action Points	MILESTONES

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### ATTACK WORKSPACE

ABILITY: bow

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 12	3	5	0	2	0	2	0

ABILITY:

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 3	3	0	0	0	0	0	0

CURRENT HIT POINTS	CURRENT SURGE USES
SECOND WIND 1/ENCOUNTER	USED <input type="checkbox"/>
TEMPORARY HIT POINTS	
DEATH SAVING THROW FAILURES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
SAVING THROW MODS	
RESISTANCES	
CURRENT CONDITIONS AND EFFECTS	

### RACE FEATURES

ABILITY SCORE MODS: +2 Dex and Wis

+2 Athletics and Acrobatics

+2 to Initiative

### DAMAGE WORKSPACE

DAMAGE

	ABIL	FEAT	ENH	MISC	MISC
9	5	0	2	2	0

ABILITY:

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
0	0	0	0	0	0

### CLASS / PATH / DESTINY FEATURES

Archer Fighter Style

Hunters Query 1d8

Prime Shot

Iron Mind (1/e, Imm Interrupt)

Trigger: Enemy would hit you with an attack

+2 to all defences until end of your next turn

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
[ ]	vs [ ]	_____	_____
[ ]	vs [ ]	_____	_____
[ ]	vs [ ]	_____	_____
[ ]	vs [ ]	_____	_____

### SKILLS

BONUS	SKILL NAME	ABIL MOD	TRND	ARMOR	MISC
		+1/2 LVL	(+5)	PENALTY	
15	Acrobatics	DEX	8	5	0 2
3	Arcana	INT	3	0	n/a 0
10	Athletics	STR	3	5	0 2
3	Bluff	CHA	3	0	n/a 0
3	Diplomacy	CHA	3	0	n/a 0
8	Dungeoneering	WIS	8	0	n/a 0
2	Endurance	CON	2	0	0 0
8	Heal	WIS	8	0	n/a 0
3	History	INT	3	0	n/a 0
8	Insight	WIS	8	0	n/a 0
3	Intimidate	CHA	3	0	n/a 0
13	Nature	WIS	8	5	n/a 0
13	Perception	WIS	8	5	n/a 0
3	Religion	INT	3	0	n/a 0
13	Stealth	DEX	8	5	0 0
3	Streetwise	CHA	3	0	n/a 0
8	Thievery	DEX	8	0	0 0

### LANGUAGES KNOWN

Common Deep Speech

### FEATS

Defensive Mobility

Weapon Proficiency (Greatbow)

Lethal Hunter

Expert Tracker

Mark of Passage

