

Player Name \_\_\_\_\_

Scar 7 Ranger 0

Character Name: Half-Orc    Level: 7    Class: Ranger    Alignment: Good    Paragon Path:    Epic Destiny:    Total XP: 0

Race: Half-Orc    Size: Medium    Age:    Gender: Male    Height:    Weight:    Deity:    Adventuring Company or Other Affiliations: \_\_\_\_\_

### INITIATIVE

SCORE	DEX	1/2 LEVEL	MISC
8	5	3	

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

### MOVEMENT

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

SPECIAL MOVEMENT

### ABILITY SCORES

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

### FORT

DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
20	13	5	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
14	13	0	0	0	1	0	0

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Insight	10	+ 3
20	Passive Perception	10	+ 10

SPECIAL SENSES  
Low-light Vision

### ATTACK WORKSPACE

ABILITY:

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 13	3	5	0	2	1	2	0

ABILITY:

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

### HIT POINTS

MAX HP	BLOODED	HEALING SURGES
49	24	SURGE VALUE: 12    SURGES/DAY: 7

1/2 HP    1/4 HP

### ACTION POINTS

1	Action Points	MILESTONES	ACTION POINTS
		0	1
		1	2
		2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### DAMAGE WORKSPACE

ABILITY:

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
7	5	0	2	0	0

ABILITY: 1d10 + 1d6 (Opp Attack)

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
9	5	2	2	0	0

CURRENT HIT POINTS    CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER    USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

### RACE FEATURES

ABILITY SCORE MODS +2 STR and DEX

Half-Orc Resilience

+5 Temp HP when bloodied (1/e)

Swift Charge: +2 to speed when charging

Ferocious Assault (1/e, Free Action)

deal an additional 1[W] damage

### CLASS / PATH / DESTINY FEATURES

Beast Mastery - Lizard

Hunters Query +1d6

Prime Shot

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
	vs		
	vs		
	vs		
	vs		

### SKILLS

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

### FEATS

Mark of the Sentinel

Beast Protector

Coordinated Opportunity

Weapon Expertise (Polearm)

### LANGUAGES KNOWN

