

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

Aaron Vaubel

17

Level

### Hiradur of Anar

Unaligned male Half-Elf Ranger

34

Age

6'1"

Height

191

Weight

Medium

Size

Melora

Deity

87200

Total XP

99000

### Defenses

<b>29</b>	<b>27</b>	<b>29</b>	<b>26</b>
AC	FORT	REF	WILL

Conditional Bonuses

### Hit Points

**Max HP**  
(Bloodied 58 ) **116**

Temp HP

Current Hit Points

### Healing Surges

Surge Value

29

Surges/Day

8

Current Conditions:

### Action Points

Action Points

Milestones

0  
1  
2

Action Points

1  
2  
3

Effect: Gain a standard action this turn.

Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

### Second Wind (one per encounter)

☐ Used

Effect: You spend a healing surge and regain hit points equal to your surge value. You gain a +2 bonus to all defenses until the start of your next turn.

### Death Saving Throw Failures

☐ ☐ ☐ +1 Death Saving Throw Bonus

### Saving Throw Mods

0

### Resistances/Vulnerabilities

Resist 5 Cold, Resist 5 Necrotic

### Current Conditions and Effects

### Basic Attacks

#### Melee

Wicked Fang Longsword +3

21

Strength vs. AC

1d8+8

Damage

#### Ranged

Duelist's Bow Greatbow +4

21

Dexterity vs. AC

1d12+11

Damage

### Languages

Common, Elven, Giant



### Abilities

		Check
STR	Strength	20 13
CON	Constitution	14 10
DEX	Dexterity	20 13
INT	Intelligence	11 8
WIS	Wisdom	16 11
CHA	Charisma	9 7

### Skills

Acrobatics	Dexterity	13
Arcana	Intelligence	9
Athletics	Strength	✓ 17
Bluff	Charisma	8
Diplomacy	Charisma	10
Dungeoneering	Wisdom	12
Endurance	Constitution	10
Heal	Wisdom	✓ 16
History	Intelligence	9
Insight	Wisdom	14
Intimidate	Charisma	8
Nature	Wisdom	✓ 16
Perception	Wisdom	✓ 16
Religion	Intelligence	9
Stealth	Dexterity	✓ 17
Streetwise	Charisma	8
Thievery	Dexterity	13

### Combat Statistics and Senses

Initiative

13

Conditional Modifiers:

Speed

6

Passive Insight

24

Passive Perception

26

Special Senses: Low-light

Aaron Vaubel

Player Name

Hiradur of Anar

Character Name



## Character Details

### Background

Wandering Mercenary

### Theme

Tuathan

### Mannerisms and Appearance

### Personality Traits

### Adventuring Company

Elsir Irregulars

### Companions and Allies

Kigyar, Hiril, Gloin, Ori, A'shar, Zane

### Session and Campaign Notes

Other Notes

## Equipment

### Head

Exceptional Factotum Helm...

### Neck

Raven Cloak +2

### Arms

Bracers of Archery (heroic tier)

### Hands

Gauntlets of Blood (heroic tier)

### Rings

### Rings

### Off Hand

Duelist's Short sword +4

### Main Hand

Wicked Fang Longsword +3

### Waist

### Armor

Earthhide Armor of Dark Deeds...

### Tattoo

### Ki Focus

### Feet

Winged Boots

## Other Equipment

Arrows (60)  
Adventurer's Kit  
Flute  
Potion of Healing (2)  
Thieves' Tools  
Trail Rations (20)  
Sunrod (2)  
Assassin's Short sword +2  
Augmenting Whetstone (level 6)  
Firestorm Arrow +1 (4)  
Ironwood Hound (heroic tier)  
Riding Horse  
Climber's Kit  
Caltrops  
Greatsword  
Belt of Sonnlinoir Righteousness (heroic tier)  
Potion of Vitality  
Bracers of Speed  
Challenge-Seeking Dagger +2  
Duelist's Bow Greatbow +4  
Elemental Ward Cloak +4  
Raven Cloak +4  
Bracers of Archery (paragon tier)  
Bracers of the Perfect Shot (paragon tier)  
Ring of Fey Travel  
Ring of Circling Fangs

Total Weight (lbs.)

127

Carrying Capacity  
(lbs.)

Treasure

280 pp; 12 gp  
0 gp banked

Normal

200

Heavy

400

Max

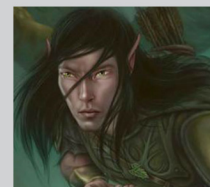
1000

Aaron Vaubel

Player Name

# Hiradur of Anar

Character Name



## Racial Features

### Dual Heritage

Count as elf, half-elf, and human for choosing feats.

### Group Diplomacy

Allies within 10 get +1 to Diplomacy.

### Half-Elf Power Selection

Select an option for your half-elf character.

### Knack for Success

You have the knack for success power

## Class/Other Features

### Continue the Story

Gain +1 bonus to death saving throws; roll twice when making endurance checks

### Fighting Style

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

### Prime Shot

If no allies are closer to target than you, get +1 on ranged attacks against that target.

### Tuathan Starting Feature

Gain either Continue the Story or Shapechanger Physique

### Two-Blade Fighting Style

Wield one-handed weapon as off-hand weapon; gain Toughness as a bonus feat.

### The Tables Are Turned

When you use second wind gain combat advantage against flanking enemies and they lose combat advantage against you

### Tuathan Level 5 Feature

Gain either Heightened Senses or The Tables Are Turned

### Heroic Recovery

When you roll a 20 or higher on death saving throw immediately end any effects and spend a healing surge as normal (if done, stand as free action)

### Tuathan Level 10 Feature

Gain either Flying Animal Shape or Heroic Recovery

### Opportunity Fire

Use bow or loaded crossbow to make opportunity attacks against adjacent creatures; these attacks don't provoke opportunity attacks

### Rapid-Fire Action

When you spend action point to gain action, make ranged basic attack with bow or crossbow before or after the action

### Seeking Arrow

No penalty for quarry's concealment or cover; normal penalty for total concealment and superior cover

## Feats

### Toughness

Gain 5 additional hit points, 10 at 11th, 15 at 21st

### Lethal Hunter

Hunter's Quarry damage dice increase to d8s

### Superior Will

+2/3/4 (by tier) to Will. Additional saving throw vs. dazed or stunned at start of turn, even if condition is not (save ends)

### Master at Arms

+1/2/3 (by tier) to weapon attack rolls. Minor action: sheathe one weapon and draw one weapon

### Weapon Proficiency (Greatbow)

Gain proficiency with the Greatbow.

### Superior Reflexes

+2/3/4 (by tier) to Reflex. Gain combat advantage against all enemies during your first turn in an encounter.

### Hunter's Aim

Ignore quarry's cover or concealment

### Hidden Sniper

If you have partial concealment against a target, you gain combat advantage against it with your ranged attacks

### Archery Mastery

Lose a ranger at-will attack power to gain a power granted by Expert Archer

### Defensive Advantage

+2 AC when you have combat advantage against enemy

### Imperishable Destiny

Each milestone since your last extended rest grants you a +1 bonus to ability checks, saving throws, and skill checks

## Hiradur of Anar

Level 17 Half-Elf Ranger

HP	SCORE	ABILITY	MOD	AC
116	20	STR	5	29
	14	CON	2	Fort
Spd	20	DEX	5	27
6	11	INT	0	Ref
Init	16	WIS	3	29
+13	9	CHA	-1	Will
				26

24 Passive Insight

26 Passive Perception

Player Name: Aaron Vaubel

## Skills

Acrobatics	Dexterity	13
Arcana	Intelligence	9
Athletics	Strength	• 17
Bluff	Charisma	8
Diplomacy	Charisma	10
Dungeoneering	Wisdom	12
Endurance	Constitution	10
Heal	Wisdom	• 16
History	Intelligence	9
Insight	Wisdom	14
Intimidate	Charisma	8
Nature	Wisdom	• 16
Perception	Wisdom	• 16
Religion	Intelligence	9
Stealth	Dexterity	• 17
Streetwise	Charisma	8
Thievery	Dexterity	13

• indicates a trained skill.

## Action Point

Base action points: 1

**Rapid-Fire Action:** When you spend an action point to take an extra action, you can make a ranged basic attack with a bow or a crossbow as a free action before or after taking the extra action.



**Effect:** Gain a standard action this turn.

**Special:** You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Encounter Special

## Melee Basic Attack

At-Will ♦ Standard Action

**Wicked Fang Longsword +3:** +21 vs. AC, 1d8+8 damage

**Duelist's Short sword +4:** +22 vs. AC, 1d6+9 damage

**Challenge-Seeking Dagger +2:** +20 vs. AC, 1d4+7 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 (+5) damage.

**Level 21:** 2[W] + Str modifier (+5) damage.

Additional Effects

+2d8 to damage once per round (Hunter's Quarry)  
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Basic Attack

## Ranged Basic Attack

At-Will ♦ Standard Action

**Duelist's Bow Greatbow +4:** +21 vs. AC, 1d12+11 damage

**Challenge-Seeking Dagger +2:** +20 vs. AC, 1d4+7 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

+2d8 to damage once per round (Hunter's Quarry)  
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.  
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Basic Attack

## Rapid Shot

At-Will ♦ Standard Action

### Personal

*You take careful aim at a group of enemies before unleashing a succession of arrows.*

**Keyword:** Martial

**Effect:** You make a ranged basic attack with a weapon against each creature in or adjacent to a square within the attack's range. You take a -2 penalty to the attack rolls.

Additional Effects

Ranger Attack

## Twin Strike

At-Will ♦ Standard Action

**Wicked Fang Longsword +3:** +21 vs. AC, 1d8+3 damage

**Duelist's Short sword +4:** +22 vs. AC, 1d6+4 damage

**Duelist's Bow Greatbow +4:** +21 vs. AC, 1d12+6 damage

**Challenge-Seeking Dagger +2:** +20 vs. AC, 1d4+2 damage

**Melee or Ranged** **Targets:** One or two creatures

*If the first attack doesn't kill it, the second one might.*

**Keywords:** Martial, Weapon

**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.

Additional Effects

+2d8 to damage once per round (Hunter's Quarry)  
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Ranger Attack 1

## Disruptive Strike

Encounter ♦ Immediate Interrupt

**Wicked Fang Longsword +3:** +21 vs. AC, 1d8+8 damage

**Duelist's Short sword +4:** +22 vs. AC, 1d6+9 damage

**Duelist's Bow Greatbow +4:** +21 vs. AC, 1d12+11 damage

**Challenge-Seeking Dagger +2:** +20 vs. AC, 1d4+7 damage

**Melee or Ranged** **Target:** The attacking creature

*You thwart an enemy's attack with a timely thrust of your blade or a quick shot from your bow.*

**Keywords:** Martial, Weapon

**Trigger:** You or an ally is attacked by a creature

**Attack:** Strength vs. AC (melee) or Dexterity vs. AC (ranged)

**Hit:** 1[W] + Str modifier (+5) damage (melee) or 1[W] + Dex modifier (+5) damage (ranged). The target takes a penalty to its attack roll for the triggering attack equal to 3 + your Wis modifier (+3).

Additional Effects

+2d8 to damage once per round (Hunter's Quarry)  
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Ranger Attack 3

Used ☐

## Stab and Shoot

Encounter ♦ Standard Action

**Duelist's Bow Greatbow +4:** +21 vs. AC, 1d12+11 damage

### Melee 1

*You drive your arrow into an adjacent enemy, pull it out, load it, and fire it at another foe.*

**Keywords:** Martial, Weapon

**Requirement:** You must be wielding a bow or a crossbow.

**Primary Target:** One creature

**Primary Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dex modifier (+5) damage, and the target is dazed until the end of your turn. Make a secondary attack.

**Secondary Target:** One creature other than the primary target in weapon range

**Secondary Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dex modifier (+5) damage.

Additional Effects

+2d8 to damage once per round (Hunter's Quarry)  
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Sharpshooter Attack 11

Used ☐





## Perfect Aim

Encounter ♦ Minor Action

### Personal

*You take the time to line up a deadly shot.*

**Keywords:** Martial, Weapon

**Requirement:** You must be wielding a ranged weapon.

**Effect:** Until the end of your next turn, your next ranged attack gains a power bonus to the attack and damage rolls equal to your Wis modifier (+3). If you move or take damage before making a ranged attack, the bonus is lost.

Additional Effects

Sharpshooter Utility 12

Used ☐

## Begin the Hunt

Daily ♦ No Action

### Personal

*You quickly identify your prey and ready yourself to attack it.*

**Keyword:** Martial

**Trigger:** You roll initiative

**Effect:** You gain a +2 bonus to the initiative check, and using your Hunter's Quarry, you designate one creature you can see as your quarry. You gain a +2 power bonus to attack rolls against that creature until it is no longer your quarry.

Additional Effects

Ranger Utility 2

Used ☐

## Howling Winds

Daily ♦ Minor Action

### Personal

*You call forth the primal spirits of wind and storm, sending them howling over the battlefield to harass your enemies.*

**Keyword:** Primal

**Effect:** Until the end of the encounter, you are surrounded by howling winds. Once on each of your turns, you can take a free action to slide an enemy within 10 squares of you a number of squares equal to your Wis modifier (+3).

Additional Effects

Ranger Utility 16

Used ☐

## Ring of Fey Travel

Ring ♦ Level 22

### Properties

Gain a +1 item bonus to speed while wearing light armor or no armor.

**Power** (Teleportation) ☐ **Daily** (Minor Action)

Teleport your speed.

## Duelist's Bow Greatbow +4

Weapon ♦ Level 17

**Damage:** 1d12

**Proficiency Bonus:** 2

**Range:** 25/50

**Properties:** Load Free

**Enhancement:** +4 attack rolls and damage rolls

**Critical:** +1d6 damage per plus

### Properties

When you hit an enemy with this weapon, that enemy takes a -2 penalty to ranged and area attack rolls until the end of your next turn.

## Bracers of Archery (heroic...

Arms Slot Item ♦ Level 6

### Properties

Gain a +2 item bonus to damage rolls when attacking with a bow or crossbow.

**Power** ☐ **Daily** (Minor Action)

Ignore cover on your next attack this turn when using a bow or crossbow.

## Bracers of Archery (paragon...

Arms Slot Item ♦ Level 16

### Properties

Gain a +4 item bonus to damage rolls when attacking with a bow or crossbow.

**Power** ☐ **Daily** (Minor Action)

Ignore cover on your next attack this turn when using a bow or crossbow.

## Ring of Circling Fangs

Ring ♦ Level 20

### Property

☐ While you are bloodied, you gain an aura of force daggers. Any adjacent creature that attacks you takes 10 force damage.

☐ As a minor action, you can cause the daggers to shed dim light to a radius of 5 squares. The light can be extinguished with a free action.

**Power** (Force) ☐ **Encounter** (Standard Action)

**Effect:** One creature within 3 squares of you takes 20 force damage.

## Exceptional Factotum Helm...

Head Slot Item ♦ Level 4

### Properties

You gain a +1 item bonus to untrained skill checks.

**Utility Power** ☐ **Daily** (Minor Action)

**Effect:** You gain training in one skill until the end of your next turn, or for 1 minute when not in an encounter.

### Elemental Ward Cloak +4

Neck Slot Item ♦ Level 19

**Enhancement:** +4 Fortitude, Reflex, and Will

#### Properties

You gain an item bonus to all defenses against attacks with the acid, fire, cold, thunder, or lightning keywords. The bonus equals the enhancement bonus of this cloak.

### Belt of Sonnlino...

Waist Slot Item ♦ Level 6

\*\*\* BUY \*\*\*

#### Properties

You gain resist 10 to all damage when you have 0 hit points or fewer.

#### Power ☐ Daily (No Action)

Use this power when you would be reduced to 0 hit points by an attack. The attacker takes the same amount of damage that you took from that attack.

### Duelist's Short sword +4

Weapon ♦ Level 18

**Damage:** 1d6

**Proficiency Bonus:** 3

**Properties:** Off-Hand

**Enhancement:** +4 attack rolls and damage rolls

**Critical:** +1d6 damage per plus, +1d8 damage per plus if you have combat advantage

#### Power ☐ Daily (Minor Action)

You have combat advantage against the next creature you attack with this weapon on this turn.

### Raven Cloak +4

Neck Slot Item ♦ Level 19

**Enhancement:** +4 Fortitude, Reflex, and Will

#### Properties

You gain resist 10 cold and resist 10 necrotic.

#### Power ☐ Daily (No Action)

*Trigger:* You fail a saving throw.

*Effect:* Reroll that saving throw with a +5 bonus. If the saving throw is a death saving throw, you gain a +10 bonus.

### Gauntlets of Blood (heroic...

Hands Slot Item ♦ Level 4

#### Properties

You gain a +2 bonus to damage rolls against bloodied targets.

### Earthhide Armor of Dark...

Armor ♦ Level 14

**Armor Bonus:** 3

**Check:** -1

**Special:** +1 Fortitude

**Enhancement:** +3 AC

#### Properties

When you attack an enemy that is granting combat advantage to you, you gain concealment until the end of your next turn.

### Potion of Healing

Consumable ♦ Level 5

**Power** (Healing) ☐ **Consumable** (Minor Action)

Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

### Challenge-Seeking Dagger +2

Weapon ♦ Level 6

**Damage:** 1d4

**Proficiency Bonus:** 3

**Range:** 5/10

**Properties:** Light Thrown, Off-Hand

**Enhancement:** +2 attack rolls and damage rolls

**Critical:** None

#### Properties

You deal 1d6 extra damage when you hit enemies that are at maximum hit points with this weapon.

### Winged Boots

Feet Slot Item ♦ Level 13

#### Properties

You take no damage from a fall and always land on your feet.

#### Power ☐ Daily (Minor Action)

You gain a fly speed equal to your speed until the end of the encounter.

### Augmenting Whetstone...

Consumable ♦ Level 6

#### Power ☐ Consumable (Minor Action)

Touch this whetstone to a melee or ranged weapon you hold. The weapon gains a +2 enhancement bonus on attack rolls and damage rolls until the end of the encounter. This has no effect on the extra damage dice or other special effect applied when the weapon scores a critical hit.

### Firestorm Arrow +1

Ammunition ♦ Level 3

**Enhancement:** +1 attack rolls and damage rolls

#### Properties

When you hit an enemy using this ammunition, that enemy and each creature adjacent to it take 1d6 extra fire damage per plus.

### Raven Cloak +2

Neck Slot Item ♦ Level 9

**Enhancement:** +2 Fortitude, Reflex, and Will

#### Properties

You gain resist 5 cold and resist 5 necrotic.

#### Power ☐ Daily (No Action)

*Trigger:* You fail a saving throw.

*Effect:* Reroll that saving throw with a +5 bonus. If the saving throw is a death saving throw, you gain a +10 bonus.

### Ironwood Hound (heroic tier)

Wondrous Item ♦ Level 10

(Daily Standard) Conjure hound, initiative as conjurer, speed 6, perception +8, low-light vision, HP: 15, Bloodied 7, AC: 24, FORT: 22, REF: 19, WILL: 21 (Free) Spend healing surge when activating to give equal temps to hound. (At-will Standard) Bite: +15 vs. AC, 2d6 +3 damage. (At-will Standard) Drive Back: +13 vs. FORT, 2d6 +3 damage, target is pushed 2 and hound can shift 2 and must end shift adjacent to target's new position.

#### Power (Conjuration) ☐ Daily (Standard Action)

Use this figurine to conjure a yellow-furred hunting hound (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

### Wicked Fang Longsword +3

Weapon ♦ Level 13

**Damage:** 1d8

**Proficiency Bonus:** 3

**Properties:** Versatile

**Enhancement:** +3 attack rolls and damage rolls

**Critical:** +1d8 damage per plus

#### Properties

Whenever you use a power with the weapon keyword that deals ongoing damage, increase that ongoing damage by an amount equal to the weapon's enhancement bonus.

#### Power ☐ Daily (Free Action)

Use this power when you hit with an attack with the weapon keyword. In addition to the normal effects of the attack, the target takes ongoing 10 damage (save ends).

### Bracers of the Perfect Shot...

Arms Slot Item ♦ Level 13

#### Properties

When you hit with a ranged basic attack, you gain a +4 item bonus to the damage roll.

### Bracers of Speed

Arms Slot Item ♦ Level 13

#### Properties

You can draw or sheathe a weapon, or draw or stow an item, once per round as a free action.

#### Power ☐ Daily (Standard Action)

Make a melee basic attack against one or two creatures.

### Assassin's Short sword +2

Weapon ♦ Level 8

**Damage:** 1d6

**Proficiency Bonus:** 3

**Properties:** Off-Hand

**Enhancement:** +2 attack rolls and damage rolls

**Critical:** Ongoing 15 poison damage (save ends)

#### Power (Poison) ☐ Daily (Free Action)

Use this power when you hit with this weapon. The target takes ongoing 5 poison damage and is slowed (save ends both).

### Potion of Vitality

Consumable ♦ Level 15

#### Power (Healing) ☐ Consumable (Minor Action)

Drink the potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 25 hit points and make one saving throw against an effect that a save can end.