

**Bob 8** Level **8** Scout Class  
 Character Name: **Bob 8** Level: **8** Class: **Scout**  
 Race: **Elf** Gender: **Male** Height: **5'4"** Weight: **130** lbs  
 Paragon Path: **Unaligned** Alignment: **Unaligned** Deity: **Sehanine** Epic Destiny: **Total XP 13,000**  
 Adventuring Company: **RPGA Number**

### INITIATIVE

DEX	1/2 LVL	MISC
5	4	

SCORE: **9** Initiative

### DEFENSES

10+ ARMOR/ABIL	CLASS	FEAT	ENH	MISC
14	8		2	

SCORE: **24** AC

### ABILITY SCORES

SCORE	ABILITY	MOD + 1/2 LVL
12	STR Strength	5
10	CON Constitution	4
20	DEX Dexterity	9
12	INT Intelligence	5
20	WIS Wisdom	9
8	CHA Charisma	-1

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
7	7			

Speed (Squares): **7**

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
19	Passive Insight	10	9
28	Passive Perception	10	18

SPECIAL SENSES: Low-light Vision

### ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### FEATS

**Agile Stand** - Shift when standing up

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

**Weapon Expertise (Light Blade)** - Gain bonus to attack rolls with light blades.

**Nimble Blade** - +1 to attacks with light blade and combat advantage

**Impending Victory** - +1 attack with at-will powers against bloodied creatures

### RACE FEATURES

**Elven Weapon Proficiency** - Proficiency with longbow and shortbow

**Fey Origin** - You have the fey origin

**Wild Step** - Ignore difficult terrain when shifting

**Subtle Step** - You have the subtle step power

**Group Awareness** - Non-elf allies within 5 sq. gain +1 to Perception

### CLASS / PATH / DESTINY FEATURES

**Spellscarred Harbinger Starting Feature** - Gain dimensionally anchored Harbinger

**Spellscarred Harbinger (Vanish)** - become invisible c

**Flashing Blade Mastery** - +1 to attack rolls with light blade

**Dual Weapon Attack** - Gain the dual weapon attack power

**Attack Finesse** - Use Dexterity for melee basic attacks

**Ranger Wilderness Knacks** - Gain 2 wilderness knacks

**Watchful Rest** - No penalty to Perception for sleeping

**Ambush Expertise** - Allies gain +2 stealth when you m

**Aspects of the Wild (Scout)** - Gain utilities

**Level 3 Improved Power Strike** - You can use power stri

**Level 4 Wilderness Knack** - Gain 1 wilderness knack

### HIT POINTS

MAX HP	BLOODED	HEALING SURGES
62	31	7

1/2 HP: **31** 1/4 HP: **15**

CURRENT HIT POINTS: **62**

### SECOND WIND 1/ENCOUNTER

TEMPORARY HIT POINTS: **USED**

### DEATH SAVING THROW FAILURES

SAVING THROW MODS: **USED**

### RESISTANCES

Resist 7 Fire

### CURRENT CONDITIONS AND EFFECTS

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Frost Brand Rapier +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+16	4	5		3	1	2	1

ABILITY: Melee Basic Attack - Spiderkissed Short sword +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+16	4	5		3	1	2	1

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Frost Brand Rapier +2

DAMAGE	ABIL	FEAT	ENH	MISC
1d8+9	5		2	2

ABILITY: Melee Basic Attack - Spiderkissed Short sword +2

DAMAGE	ABIL	FEAT	ENH	MISC
1d6+9	5		2	2

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
16	vs AC	Frost Brand Rapier +2	1d8+9
16	vs AC	Spiderkissed Short sword +2	1d6+9
11	vs AC	Hand Crossbow	1d6+5
9	vs AC	Unarmed (Melee)	1d4+7

### SKILLS

BONUS	SKILL NAME	TRND (+5)	ARMOR PENALTY	MISC
13	Acrobatics	5	-1	0
5	Arcana	0	n/a	0
4	Athletics	0	-1	0
3	Bluff	0	n/a	0
3	Diplomacy	0	n/a	0
9	Dungeoneering	0	n/a	0
8	Endurance	4	-1	0
9	Heal	9	n/a	0
5	History	5	n/a	0
9	Insight	9	n/a	0
3	Intimidate	3	n/a	0
16	Nature	9	n/a	2
18	Perception	9	n/a	4
5	Religion	5	n/a	0
13	Stealth	9	-1	0
3	Streetwise	3	n/a	0
8	Thievery	9	-1	0

### POWER INDEX

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

#### AT-WILL POWERS

- Bull Rush Attack
- Grab Attack
- Opportunity Attack
- Dual Weapon Attack

#### ENCOUNTER POWERS

- Second Wind
- Power Strike
- Reactive Shift

#### DAILY POWERS

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#### UTILITY POWERS

- Second Wind
- Subtle Step
- Aspect of the Dancing Serpent
- Aspect of the Cunning Fox
- Oak Skin
- Spellscar Empowerment
- Torture Reality
- Aspect of the Lurking Spider

### COINS AND OTHER WEALTH

Money on hand: 1 pp; 80 gp  
 Stored money: 0 gp  
 Encumbrance: 32 / 120

### 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 Frost Brand Rapier +2 (E)
- WEAPON Spiderkissed Short sword +2 (E)
- WEAPON
- WEAPON
- ARMOR Summoned Hide Armor +2 (E)
- ARMS Bracers of Mighty Striking (heroic tier) (E)
- FEET
- HANDS
- HEAD
- NECK Brooch of Unerring Defense +2 (E)
- RING
- RING
- WAIST

Potion of Healing (heroic tier) (2)

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#### Daily Item Powers Per Day

- Heroic (1-10)  Milestone  /  /  /  /
- Paragon (11-20)  Milestone  /  /  /  /
- Epic (21-30)  Milestone  /  /  /  /

### PERSONALITY TRAITS

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### MANNERISMS AND APPEARANCE

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### CHARACTER BACKGROUND

Wild Elf  
 Life in the wild demands an understanding of the natural world, and wild elves are renowned for their senses and economy of motion.

### COMPANIONS AND ALLIES

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### OTHER EQUIPMENT

Hand Crossbow

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### CHARACTER PORTRAIT



### SESSION AND CAMPAIGN NOTES

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### RITUALS / ALCHEMY

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CHARACTER NAME  
**Bob 8**

PLAYER NAME

RACE Elf CLASS Scout LEVEL 8

SCORE ABILITY MOD

HP 62

STR +1

CON +0

DEX +5

INT +1

WIS +5

CHA -1

AC 24

Fort 18

Ref 22

Will 21

19 Passive Insight

28 Passive Perception

PLAY DATA

Melee Basic Attack

KEYWORDS	WEAPON	USED
Standard	* Melee weapon	
<b>ACTION</b>	<b>RANGE</b>	<b>TARGET</b>
16	vs One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Strength or Dexterity vs. AC  
**Hit:** 1[W] + Strength or Dexterity modifier damage. Increase damage to 2[W] + Strength or Dexterity modifier damage at 21st level.

Frost Brand Rapier +2: +16 attack, 1d8+9 damage

ADDITIONAL EFFECTS  
+1 to attack rolls when you have combat advantage - Nimble Blade.  
+1 to attack rolls against bloodied creatures - Impending Victory.

CLASS LEVEL \* BOOK PH

AT-WILL POWER

Skills

13 Acrobatics	DEX (Trained)
5 Arcana	INT
4 Athletics	STR
3 Bluff	CHA
3 Diplomacy	CHA
9 Dungeoneering	WIS (Trained)
8 Endurance	CON (Trained)
9 Heal	WIS
5 History	INT
9 Insight	WIS
3 Intimidate	CHA
16 Nature	WIS (Trained)
18 Perception	WIS (Trained)
5 Religion	INT
13 Stealth	DEX (Trained)
3 Streetwise	CHA
8 Thievery	DEX

ADDITIONAL EFFECTS

PLAY DATA

Ranged Basic Attack

KEYWORDS	WEAPON	USED
Standard	* Ranged weapon	
<b>ACTION</b>	<b>RANGE</b>	<b>TARGET</b>
11	vs One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Dexterity vs. AC  
**Hit:** 1[W] + Dexterity modifier (+5) damage. Increase damage to 2[W] + Dexterity modifier (+5) damage at 21st level.

Hand Crossbow: +11 attack, 1d6+5 damage

ADDITIONAL EFFECTS  
+1 to attack rolls against bloodied creatures - Impending Victory.

CLASS LEVEL \* BOOK PH

AT-WILL POWER

Action Point

ADDITIONAL EFFECTS



**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

Dual Weapon Attack

KEYWORDS	WEAPON	USED
Free	* Melee weapon	
<b>ACTION</b>	<b>RANGE</b>	<b>TARGET</b>
16	vs One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Requirement:** You must be wielding two melee weapons.

**Trigger:** You hit with a melee basic attack on your turn

**Attack:** Dexterity vs. AC (off-hand weapon)

**Hit:** 1[W] + Dexterity modifier (+5) damage.

**Special:** You can use this power only once per round

Spiderkissed Short sword +2: +16 attack, 1d6+7 damage

ADDITIONAL EFFECTS  
+1 to attack rolls when you have combat advantage - Nimble Blade.  
+1 to attack rolls against bloodied creatures - Impending Victory.

CLASS LEVEL \* BOOK PH

AT-WILL POWER

Second Wind

KEYWORDS

Standard

**ACTION**

AT-WILL

ENCOUNTER

DAILY

Personal

**RANGE**

**Effect:** You spend a healing surge and regain 15 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PH

UTILITY POWER

Power Strike

KEYWORDS	WEAPON	USED
No Action	Martial, Weapon	
<b>ACTION</b>	<b>RANGE</b>	<b>TARGET</b>
	vs The enemy you hit	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Trigger:** You hit an enemy with a melee basic attack using a weapon.

**Effect:** The target takes 1[W] extra damage from the triggering attack.

Level 17: 2[W] extra damage.

Level 27: 3[W] extra damage.

**Special:** You can use power strike twice per encounter, but only once per turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PEHOTFL

ENCOUNTER POWER

### Reactive Shift

KEYWORDS	Martial	USED
Imm React	<input type="checkbox"/> <input type="checkbox"/>	Personal
<b>ACTION</b>	<input type="checkbox"/> <input type="checkbox"/>	<b>RANGE</b>
vs		
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Trigger:** An enemy you can see ends its turn adjacent to you.  
**Effect:** You shift a number of squares up to your Wisdom modifier (+5).

ADDITIONAL EFFECTS

CLASS Ranger    LEVEL 5    BOOK PEHOTFK

**ENCOUNTER POWER**    **DUNGEONS & DRAGONS**

### Subtle Step

KEYWORDS	Primal, Stance	USED
Move	<input type="checkbox"/> <input type="checkbox"/>	Personal
<b>ACTION</b>	<input type="checkbox"/> <input type="checkbox"/>	<b>RANGE</b>
<input checked="" type="checkbox"/> <b>AT-WILL</b>	<input type="checkbox"/> <b>ENCOUNTER</b>	<input type="checkbox"/> <b>DAILY</b>

**Effect:** You can shift up to your speed as a move action.

ADDITIONAL EFFECTS

CLASS Elf    LEVEL    BOOK NCG

**UTILITY POWER**    **DUNGEONS & DRAGONS**

### Aspect of the Dancing Serpent

KEYWORDS	Primal, Stance	USED
Minor	<input type="checkbox"/> <input type="checkbox"/>	Personal
<b>ACTION</b>	<input type="checkbox"/> <input type="checkbox"/>	<b>RANGE</b>
<input checked="" type="checkbox"/> <b>AT-WILL</b>	<input type="checkbox"/> <b>ENCOUNTER</b>	<input type="checkbox"/> <b>DAILY</b>

**Effect:** You assume the Aspect of the Dancing Serpent stance. Until the stance ends, you gain the following benefits:

- You can take a free action at the end of each of your turns to shift 1 square.
- When you make a basic attack against an enemy that has none of its allies adjacent to it, you gain a +1 power bonus to the attack roll and damage roll.
- Level 11: The bonus to the damage roll increases to +2.
- Level 21: The bonus to the damage roll increases to +3.

ADDITIONAL EFFECTS

CLASS Ranger    LEVEL    BOOK PEHOTFK

**UTILITY POWER**    **DUNGEONS & DRAGONS**

### Aspect of the Cunning Fox

KEYWORDS	Primal, Stance	USED
Minor	<input type="checkbox"/> <input type="checkbox"/>	Personal
<b>ACTION</b>	<input type="checkbox"/> <input type="checkbox"/>	<b>RANGE</b>
<input checked="" type="checkbox"/> <b>AT-WILL</b>	<input type="checkbox"/> <b>ENCOUNTER</b>	<input type="checkbox"/> <b>DAILY</b>

**Effect:** You assume the Aspect of the Cunning Fox stance. Until the stance ends, you gain the following benefits:

- You take only half damage from attacks made against you during your turn.
- Whenever you hit or miss with a melee attack or a ranged attack on your turn, you can take a free action to shift up to 2 squares.

ADDITIONAL EFFECTS

CLASS Ranger    LEVEL    BOOK PEHOTFK

**UTILITY POWER**    **DUNGEONS & DRAGONS**

### Spellscarred Harbinger Vanish

KEYWORDS		USED
<b>ACTION</b>	<input type="checkbox"/> <input type="checkbox"/>	<b>RANGE</b>
<input checked="" type="checkbox"/> <b>AT-WILL</b>	<input type="checkbox"/> <b>ENCOUNTER</b>	<input type="checkbox"/> <b>DAILY</b>

Encounter/Minor: Become invisible until the start of your next turn.

ADDITIONAL EFFECTS

CLASS    LEVEL \*    BOOK

**UTILITY POWER**    **DUNGEONS & DRAGONS**

### Oak Skin

KEYWORDS	Primal	USED
Minor	<input type="checkbox"/> <input type="checkbox"/>	Personal
<b>ACTION</b>	<input type="checkbox"/> <input type="checkbox"/>	<b>RANGE</b>
<input type="checkbox"/> <b>AT-WILL</b>	<input type="checkbox"/> <b>ENCOUNTER</b>	<input checked="" type="checkbox"/> <b>DAILY</b>

**Effect:** You gain resistance to all damage until the end of the encounter. The resistance equals your Wisdom modifier (+5).

ADDITIONAL EFFECTS

CLASS Ranger    LEVEL 2    BOOK PEHOTFK

**UTILITY POWER**    **DUNGEONS & DRAGONS**

### Spellscar Empowerment

KEYWORDS	Arcane	USED
No Action	<input type="checkbox"/> <input type="checkbox"/>	Special
<b>ACTION</b>	<input type="checkbox"/> <input type="checkbox"/>	<b>RANGE</b>
<input type="checkbox"/> <b>AT-WILL</b>	<input type="checkbox"/> <b>ENCOUNTER</b>	<input checked="" type="checkbox"/> <b>DAILY</b>

**Trigger:** You hit an enemy with an attack.  
**Effect:** The enemy you hit is dazed until the end of your next turn. You take damage equal to 5 + one-half your level.

ADDITIONAL EFFECTS

CLASS    LEVEL \*    BOOK NCG

**UTILITY POWER**    **DUNGEONS & DRAGONS**

### Torture Reality

KEYWORDS	Arcane	USED
Imm Interr	<input type="checkbox"/> <input type="checkbox"/>	Personal
<b>ACTION</b>	<input type="checkbox"/> <input type="checkbox"/>	<b>RANGE</b>
<input type="checkbox"/> <b>AT-WILL</b>	<input type="checkbox"/> <b>ENCOUNTER</b>	<input checked="" type="checkbox"/> <b>DAILY</b>

**Trigger:** You are targeted by a melee or a ranged attack.  
**Effect:** You redirect the attack to another creature adjacent to you, other than the attacker.

ADDITIONAL EFFECTS

CLASS    LEVEL 6    BOOK NCG

**UTILITY POWER**    **DUNGEONS & DRAGONS**

### Aspect of the Lurking Spider

KEYWORDS		USED	
Minor	Primel, Stance	Personal	
ACTION		RANGE	
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

**Effect:** You assume the Aspect of the Lurking Spider stance. Until the stance ends, you gain the following benefits:

- You gain a +2 power bonus to Stealth checks.
- You gain a +5 power bonus to Athletics checks made to climb.
- While you have combat advantage against an enemy, you gain a +2 power bonus to damage rolls against it.
- Level 11: The bonus to damage rolls increases to +3.
- Level 21: The bonus to damage rolls increases to +4.

ADDITIONAL EFFECTS

CLASS: Ranger      LEVEL:      BOOK: PEHOTFK

### Frost Brand Rapier +2

1d8	3	Light Blade	RANGE
DAMAGE	PROFICIENT	GROUP	
+2 attack rolls and damage rolls		8	+2d8 cold damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES

Off-hand

Melee Basic Attack: +16 attack, 1d8+9 damage

POWER

AT-WILL    ENCOUNTER    DAILY

**Rarity:** Rare

**Power (Encounter • Cold):** Standard Action. Attack: Close blast 3 (creatures in the blast); the weapon's level + 3 vs. Reflex Hit: 1d10 cold damage, and the target is immobilized (save ends).

Utility Power (Encounter): Minor Action. Effect: Close burst 5. You can extinguish any nonmagical fire in the burst, and each ally in the burst makes a saving throw against ongoing fire damage that a save can end.

ITEM SLOT: One-hand      WEIGHT: 2      PRICE: 3400      BOOK: PH

### Spiderkissed Short sword +2

1d6	3	Light Blade	RANGE
DAMAGE	PROFICIENT	GROUP	
+2 attack rolls and damage rolls		7	+2d6 poison damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES

Off-hand

Melee Basic Attack: +16 attack, 1d6+9 damage

POWER

AT-WILL    ENCOUNTER    DAILY

**Rarity:** Uncommon

**Power (At-Will • Poison):** Free Action. All damage dealt by this weapon is poison damage. Another free action returns the damage to normal.

Power (Daily): Free Action. Use this power when you hit with the weapon. The target is slowed (save ends). First Failed Save: The target is immobilized (save ends).

ITEM SLOT: Off-hand      WEIGHT: 2      PRICE: 2600      BOOK: PH

### Summoned Hide Armor +2

3	-1	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+2 AC		6	Armor
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

Thicker and heavier than leather, hide armor is composed of skin from any creature that has a tough hide, such as a bear, a griffon, or a dragon. Hide armor can bind and slightly hinder your precision, but it's light enough that it doesn't affect your speed.

POWER

AT-WILL    ENCOUNTER    DAILY

**Rarity:** Uncommon

**Power (At-Will):** Minor Action. You banish this armor to a secure extradimensional location. At any point in the future, unless you are wearing armor, you can use another minor action to recall the armor. The armor appears on you as though you had donned it normally.

ITEM SLOT: Body      WEIGHT: 25      PRICE: 1800      BOOK: PH

### Potion of Healing (heroic tier)

		5	2
AC BONUS	CHECK	SPEED	QUANTITY
			Potion
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

POWER

AT-WILL    ENCOUNTER    DAILY

**Rarity:** Common

**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:      WEIGHT: 0      PRICE: 50      BOOK: PH

### Brooch of Unerring Defense +2

			1
AC BONUS	CHECK	SPEED	QUANTITY
+2 Fortitude, Reflex, and Will		9	Neck Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

When an attack deals damage to you on a miss, that damage is halved, unless it is ongoing damage.

POWER

AT-WILL    ENCOUNTER    DAILY

**Rarity:** Common

ITEM SLOT: Neck      WEIGHT: 0      PRICE: 4200      BOOK: MME

### Bracers of Mighty Striking (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		2	Arms Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

When you hit with a melee basic attack, you gain a +2 item bonus to the damage roll.

POWER

AT-WILL    ENCOUNTER    DAILY

**Rarity:** Common

ITEM SLOT: Arms      WEIGHT: 0      PRICE: 520      BOOK: PH

### MAGIC ITEM

DUNGEONS & DRAGONS