Character Name	Level	Race	Gender	Alignment
Amelia	4	Human	Female	Chaotic Good

Hair	Eyes	Height	Weight	Size	Diety
Auburn	Green	5' 7"	110	Med	Oghma

Class	Ranger
Paragon	
Epic Destiny	

	Score	Mod
STR	8	-1
CON	11	+0
DEX	18	+4
INT	16	+3
WIS	16	+3
CHA	12	+1

		= 10+	1/2 lvl	Abil	Armor	Misc	Misc	Shield
AC	17		2	4	0	1		

		= 10+	1/2 lvl	Abil	Class	Misc	Misc	Shield
Fort	15		2	0	1	1	1	
Ref	19		2	4	1	1	1	
Will	17		2	3	0	1	1	

Resistances

Saving Throw Bonuses

Defense & Healing Notes

HP	38
Bloodied	19

Current HP	Temp HP

	Per Day	=	Class	Con	Bonus
Healing Surges	6		6	0	

		=	1/4 hp	Misc	Misc
Surge Heals	9		9		

Surges Used

Combat

Initiative	+8	=	1/2 lvl	Dex	Misc
			2	4	2

Speed	6	=	Base	Misc	Armor
			6		0

Attack Power	Attack		AC	Damage	Effects & Notes	Freq
Aimed Shot	+12	vs	AC	1d10+4	+2 to hit, damage: 1[W]+wis mod	At Will
Nimble Shot	+10	vs	AC	1d10+5	may shift 1 square before or after shot	At Will
Double Tap	+10	vs	AC	1d10+1	Two shots, may split targets or not	At Will
Shoot Center Mass	+10	vs	AC	1d10+5	Two shots, push 1 each, if both hit, push 1+Wis	Enc.
Guns Akimbo	+10	vs	AC	2d10+5	Two targets, pick best to hit roll	Daily
	+10	vs	AC			...
		vs				...

Combat Notes

Marked Man: minor action, +1d6 dmg 1/R to target

Point Blank Shot: +1 to hit if closest to enemy

Action Points

Milestones

Additional AP Effects

Weapon / Implement	Range	Attack	Lvl	Abil	Prof	Enh	Feat	Misc	Damage	Abil	enh	feat	Misc	Properties / Notes
Black Powder Revolver +1	10/20	+10	2	4	3	1			1d10+5	4	1			crit =1d6 fire
Backup Revolver	10/20	+9	2	4	3				1d10+4	4				6 shots, reload = 1 minute
Dagger, Melee		+4	2	-1	3				1d4+4	-1				

Skills

Passive Perception	20
Passive Insight	20

	Total	=	1/2 lvl	Abil	Trained	Race	Misc	Armor
Acrobatics (Dex)	+6	=	2	4		0		0
Arcana (Int)	+12	=	2	3	✓	0	2	
Athletics (Str)	+1	=	2	-1		0		0
Bluff (Cha)	+3	=	2	1		0		
Diplomacy (Cha)	+3	=	2	1		0		
Dungeoneering (Wis)	+12	=	2	3	✓	0	2	
Endurance (Con)	+2	=	2	0		0		0
Heal (Wis)	+5	=	2	3		0		
History (Int)	+12	=	2	3	✓	0	2	
Insight (Wis)	+10	=	2	3	✓	0		
Intimidate (Cha)	+3	=	2	1		0		
Nature (Wis)	+7	=	2	3		0	2	
Perception (Wi)	+10	=	2	3	✓	0		
Religion (Int)	+12	=	2	3	✓	0	2	
Stealth (Dex)	+6	=	2	4		0		0
Streetwise (Cha)	+3	=	2	1		0		
Thievery (Dex)	+12	=	2	4	✓	0	1	0
>> Custom	+2	=	2					

Feats

Languages: Common,

Feat	Description / Notes	Source
WP: Firearms	Black Powder Revolver: +3 prof, 1d10, reload 1M	
Sneak of Shadows	Trained in Thievery, 1/enc, use sneak attack	
Librarian	+2 to all knowledge skill checks	
Quick Draw	Draw weapon as part of attack, +2 init	
(Ra) Defensive Mobility	+2 to AC versus Opportunity Attacks	

Wealth

PP		SP		Astrl Diam	
GP	20	CP		Residuum	

10 cp = 1 sp 100 gp = 1 pp 10 sp = 1 gp 100 pp = 1 ad

50 coins = 1 lb

Misc Valuables	Value

Abilities

Ability Name	Description / Notes	Source
Human Defense Bonus	+1 to Fort, Ref, and Will defenses	
Pistoleer	As Ranger, with different class skills, no armor	
Unarmored Defense	+1 to AC if wearing cloth armor (no armor prof)	

Equipment

Equipment Worn

Armor	AC	Speed	Check	Weight	Notes

Shield	AC	Speed	Check	Weight	Notes

Slot	Item	Notes
Head		
Neck	Amulet of Protection +1	+1 to Fort, Ref, Will
Arms		
Hands	Burglar's Gloves	+1 item bonus to Thievery (included)
Ring		
Ring		
Waist		
Feet		

Equipment Carried (List items indented under their containers)

Item	Wt	Item	Wt
Bag of Holding	1	***Flaming Burst Revolvers +1 (x2)***	4
Rations	0	***Potion of Healing***	0.5
Books	0	Black Powder Revolver (spare)	2
Lead Shot (x36)	0		
Powder Horn (12 oz) x3	0		
Candles (2)	0	Ammo Belt	1
Tindertwigs (x10)	0	Lead Shot (x24)	3
Ink Vial (x2) + quills	0	Powder Horn (12 oz) x2	3
Wooden Stake (x2) & Mallet	0		
Magnifying Glass	0		
Parchment (x10)	0	Clothes	5
		Wealth	1

Normal Load	Medium Load	Normal Load	Total Carried
80	160	400	21

Experience

Current XP:

Next Level:

Powers

Amelia
Character

Related Feats & Abilities

Freq	Power	Att	vs	Def	Type	Range	Act	Target	Lvl	Keywords	Requirements	Source	Effect
At Will	Aimed Shot	Dex	vs	AC	☡				1				
At Will	nimble Shot	Dex	vs	AC	☡				1				
At Will	Twin Strike	Dex	vs	AC	☡				1				
Enc.	Two Fanged Strike	Dex	vs	AC	☡				1				Two attacks, if both hit, +Wis dmg
Enc.	Thundertusk Boar Strike	Dex	vs	AC	☡				3				Each hit pushes 1, if both hit, push = 1+Wis
Enc.	Yield Ground	Dex	vs	AC		Personal	Imm React		2		Enemy damages you with melee attack	PHB 106	When hit, slide 1+Wis squares, +2 def for 1R
Daily	Split the Tree	Dex	vs	AC	☡				1				
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...			vs										
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