

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

Level

Cut Man
Unaligned Human Ranger

Medium

Total XP 1000

Age Height Weight Size Deity

Defenses

17	12	17	13
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP
(Bloodied 11) **22**

Temp HP

Current Hit Points

Healing Surges

Surge Value Surges/Day

5	6
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Current Conditions:

Combat Statistics and Senses

Initiative **5**

Conditional Modifiers:

Speed **6**

Passive Insight **12**

Passive Perception **12**

Special Senses: Normal

Action Points

Action Points Milestones Action Points

<input type="text"/>	0	1
	1	2
	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

Saving Throw Mods **0**

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Unarmed

0	1d4
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Strength vs. AC

Damage

Ranged

8	1d6+7
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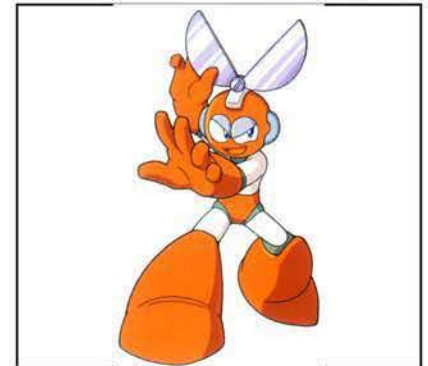
Rolling Cutter

Dexterity vs. AC

Damage

Languages

Common



Abilities

Ability	Score	Check
STR Strength	10	0
CON Constitution	10	0
DEX Dexterity	20	5
INT Intelligence	8	-1
WIS Wisdom	14	2
CHA Charisma	11	0

Skills

Skill	Modifier	Score
Acrobatics	Dexterity ✓	10
Arcana	Intelligence	-1
Athletics	Strength ✓	5
Bluff	Charisma	0
Diplomacy	Charisma	0
Dungeoneering	Wisdom	2
Endurance	Constitution ✓	5
Heal	Wisdom ✓	7
History	Intelligence	-1
Insight	Wisdom	2
Intimidate	Charisma	0
Nature	Wisdom ✓	7
Perception	Wisdom	2
Religion	Intelligence	-1
Stealth	Dexterity ✓	10
Streetwise	Charisma	0
Thievery	Dexterity	5



Cut Man

Player Name _____

Character Name _____

Character Details

Background

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Waist

Armor

Tattoo

Ki Focus

Feet

Other Equipment

Total Weight (lbs.)

19

Carrying Capacity (lbs.)

Treasure

100 gp
0 gp banked

Normal

100

Heavy

200

Max

500



Cut Man

Player Name _____

Character Name _____

Racial Features

Bonus Feat

Choose an extra feat at 1st level.

Bonus Skill

Trained in one additional class skill.

Heroic Effort

Gain the Heroic Effort power

Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

Human Power Selection

Choose an option for your human character.

Class/Other Features

Archer Fighting Style

Gain Defensive Mobility as a bonus feat.

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.

Running Attack

+1 to attack rolls after moving 2+ squares with standard action attack allowing movement

Feats

Defensive Mobility

+2 to AC against opportunity attacks

Light Blade Expertise

When wielding a light blade: +1/2/3 (by tier) to attack rolls, +1/2/3 (by tier) damage vs. creatures granting combat advantage to you

Xen'drik Weapon Training

+2 damage and proficiency with drow long knife and Xen'drik boomerang

- Rolling Cutter as Xen'drik boomerang

Cut Man

Level 1 Human Ranger

	SCORE	ABILITY	MOD	
HP	10	STR	0	AC
22				17
	10	CON	0	Fort
Spd	20	DEX	5	12
6	8	INT	-1	Ref
				17
Init	14	WIS	2	Will
+5	11	CHA	0	13

12 Passive Insight

12 Passive Perception

Skills

Acrobatics	Dexterity	•	10
Arcana	Intelligence		-1
Athletics	Strength	•	5
Bluff	Charisma		0
Diplomacy	Charisma		0
Dungeoneering	Wisdom		2
Endurance	Constitution	•	5
Heal	Wisdom	•	7
History	Intelligence		-1
Insight	Wisdom		2
Intimidate	Charisma		0
Nature	Wisdom	•	7
Perception	Wisdom		2
Religion	Intelligence		-1
Stealth	Dexterity	•	10
Streetwise	Charisma		0
Thievery	Dexterity		5

• indicates a trained skill.

Action Point

Base action points: 1



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

Player Name:

Melee Basic Attack

At-Will ♦ Standard Action

Unarmed: +0 vs. AC, 1d4 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 (+0) damage.

Level 21: 2[W] + Str modifier (+0) damage.

Additional Effects
+1d6 to damage once per round (Hunter's Quarry)

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Rolling Cutter : +8 vs. AC, 1d6+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
+1d6 to damage once per round (Hunter's Quarry)
+1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.

Basic Attack

Nimble Strike

At-Will ♦ Standard Action

Rolling Cutter : +8 vs. AC, 1d6+7 damage

Ranged weapon **Target:** One creature

You slink past your enemy's guard to make your attack, or you make your attack and then withdraw to a more advantageous position.

Keywords: Martial, Weapon

Special: Shift 1 square before or after you attack.

Attack: Dexterity vs. AC

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

Additional Effects
+1d6 to damage once per round (Hunter's Quarry)
+1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.

Ranger Attack 1

Twin Strike

At-Will ♦ Standard Action

Rolling Cutter : +8 vs. AC, 1d6+2 damage

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

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
+1d6 to damage once per round (Hunter's Quarry)
+1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.

Ranger Attack 1

Evasive Strike

Encounter ♦ Standard Action

Rolling Cutter : +8 vs. AC, 2d6+7 damage

Melee or Ranged **Target:** One weapon

You confound enemies by weaving through the battlefield unscathed as you make your attacks.

Keywords: Martial, Weapon

Special: You can shift a number of squares equal to 1 + your Wis modifier (+2) either before or after the attack.

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

Hit: 2[W] + Str modifier (+0) damage (melee) or 2[W] + Dex modifier (+5) damage (ranged).

Additional Effects
+1d6 to damage once per round (Hunter's Quarry)
+1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.

Ranger Attack 1

Used

Split the Tree

Daily ♦ Standard Action

Rolling Cutter : +8 vs. AC, 2d6+7 damage

Ranged weapon **Targets:** Two creatures within 3 squares of each other

You fire two arrows at once, which separate in mid-flight to strike two different targets.

Keywords: Martial, Weapon

Attack: Dexterity vs. AC. Make two attack rolls, take the higher result, and apply it to both targets.

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

Additional Effects
+1d6 to damage once per round (Hunter's Quarry)
+1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.

Ranger Attack 1

Used

Hunter's Quarry

At-Will ♦ Minor Action

Effect: You can designate the nearest enemy to you that you can see as your quarry.
Once per round, when you hit your quarry with an attack, the attack deals extra damage based on your level. If you can make multiple attacks in a round, you decide which attack to apply the extra damage to after all the attacks are rolled. If you have dealt Hunter's Quarry damage since the start of your turn, you cannot deal it again until the start of your next turn.

The hunter's quarry effect remains active until the end of the encounter, until the quarry is defeated, or until you designate a different target as your quarry.

You can designate one enemy as your quarry at a time.

Level	Hunter's Quarry Extra Damage
1st–10th	+1d6
11th–20th	+2d6
21st–30th	+3d6

Additional Effects

Hunter's Quarry Power

Heroic Effort

Encounter ♦ No Action

Personal

Your grim focus and unbridled energy means that failure is not an option.

Trigger: You miss with an attack or fail a saving throw.

Effect: You gain a +4 racial bonus to the attack roll or the saving throw.

Additional Effects

Human Racial Power

Used

