

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

Scotley

6

Level

Geirgrim

Good male Human Seeker

28

6'

180 lb.

Medium

Age

Height

Weight

Size

Deity

8500

Total XP

10000

Defenses

19
AC

17
FORT

17
REF

21
WILL

Conditional Bonuses

Hit Points

Max HP
(Bloodied 24) **49**

Temp HP

Current Hit Points

Healing Surges

Surge Value

Surges/Day

12

8

Current Conditions:

Combat Statistics and Senses

Initiative

10

Conditional Modifiers:

Speed

6

Passive Insight

25

Passive Perception

25

Special Senses: Normal

Action Points

Action Points

Milestones

Action Points

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

Vicious Tratnyr +2

10

Strength vs. AC

1d8+5

Damage

Ranged

Vicious Tratnyr +2

10

Dexterity vs. AC

1d8+5

Damage

Languages

Common, Draconic



Abilities

		Check
STR	Strength	14 5
CON	Constitution	12 4
DEX	Dexterity	12 4
INT	Intelligence	10 3
WIS	Wisdom	20 8
CHA	Charisma	11 3

Skills

Acrobatics	Dexterity	4
Arcana	Intelligence	3
Athletics	Strength	✓ 10
Bluff	Charisma	3
Diplomacy	Charisma	3
Dungeoneering	Wisdom	8
Endurance	Constitution	4
Heal	Wisdom	✓ 15
History	Intelligence	3
Insight	Wisdom	✓ 15
Intimidate	Charisma	3
Nature	Wisdom	✓ 15
Perception	Wisdom	✓ 15
Religion	Intelligence	3
Stealth	Dexterity	4
Streetwise	Charisma	3
Thievery	Dexterity	4

Scotley

Player Name

Geirgrim

Character Name



Character Details

Background

Birth - Blessed

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Insight's Isle of Dread

Companions and Allies

Session and Campaign Notes

Completed Quest--Finding Barbarossa

Other Notes

Equipment

Head

Neck

Cape of the Mountebank +1

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Vicious Tratnyr +2

Waist

Armor

Magic Leather Armor +2

Feet

Tattoo

Ki Focus

Other Equipment

Restful Bedroll
Potion of Healing
Elixir of Dragon Breath (heroic tier)
Adventurer's Kit
Climber's Kit
Everburning Torch
Hunter's Kit
Javelin (4)
Mace
Dagger

Total Weight (lbs.)

86

Carrying Capacity
(lbs.)

Treasure

3 pp; 47 gp

Normal

140

Heavy

280

Max

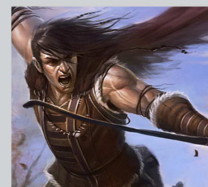
700

Scotley

Player Name

Geirgrim

Character Name



Racial Features

Bonus At-Will Power

Know one extra 1st-level attack power from your class.

Bonus Feat

Choose an extra feat at 1st level.

Bonus Skill

Trained in one additional class skill.

Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

Human Power Selection

Choose an option for your human character.

Class/Other Features

Inevitable Shot

Make an attack when you miss 1/enc.

Seeker's Bond

Choose a Bond to gain bonuses for certain powers.

Spiritbond

Gain spirits' rebuke power; +1 with thrown weapons; use Strength to determine AC

Feats

Combat Medic

Stabilize the dying as minor action, +2 to Heal checks

Weapon Proficiency (Tratnyr)

Gain proficiency with the Tratnyr.

Battlewise

You can substitute your Wisdom modifier for your Dexterity modifier when making initiative checks

Wasteland Wanderer

You gain a +2 feat bonus to Nature, Perception, and initiative checks

Weapon Focus (Spear)

Gain +1 damage per tier with Spears.

Geirgrim

Level 6 Human Seeker

	SCORE	ABILITY	MOD	
HP	14	STR	2	AC
49				19
	12	CON	1	Fort
Spd	12	DEX	1	17
6	10	INT	0	Ref
	20	WIS	5	17
Init	11	CHA	0	Will
+10				21

25 Passive Insight

25 Passive Perception

Player Name: Scotley

Skills

Acrobatics	Dexterity	4
Arcana	Intelligence	3
Athletics	Strength	• 10
Bluff	Charisma	3
Diplomacy	Charisma	3
Dungeoneering	Wisdom	8
Endurance	Constitution	4
Heal	Wisdom	• 15
History	Intelligence	3
Insight	Wisdom	• 15
Intimidate	Charisma	3
Nature	Wisdom	• 15
Perception	Wisdom	• 15
Religion	Intelligence	3
Stealth	Dexterity	4
Streetwise	Charisma	3
Thievery	Dexterity	4

• 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

Melee Basic Attack

At-Will ♦ Standard Action

Vicious Tratnyr +2: +10 vs. AC, 1d8+5 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 (+2) damage.

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

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Vicious Tratnyr +2: +10 vs. AC, 1d8+5 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 (+1) damage.

Level 21: 2[W] + Dex modifier (+1) damage.

Additional Effects

Basic Attack

Biting Swarm

At-Will ♦ Standard Action

Vicious Tratnyr +2: +13 vs. AC, 1d8+8 damage

Ranged weapon **Target:** One creature

Stinging spirit insects swarm around your enemy.

Keywords: Primal, Weapon

Attack: Wisdom vs. AC

Hit: 1[W] + Wis modifier (+5) damage, and the target and each enemy adjacent to it take a –2 penalty to attack rolls until the start of your next turn.

Special: You can use this power as a ranged basic attack.

Additional Effects

Seeker Attack 1

Grappling Spirits

At-Will ♦ Standard Action

Vicious Tratnyr +2: +13 vs. AC, 1d8+8 damage

Ranged weapon **Target:** One creature

Spirits erupt from your weapon, seizing your enemy and impeding its movement.

Keywords: Primal, Weapon

Attack: Wisdom vs. AC

Hit: 1[W] + Wis modifier (+5) damage, and the target is slowed and can't shift until the end of its next turn.

Special: You can use this power as a ranged basic attack.

Additional Effects

Seeker Attack 1

Guardian Harrier

At-Will ♦ Standard Action

Vicious Tratnyr +2: +13 vs. AC, 1d8+8 damage

Melee or Ranged weapon **Target:** One creature

A raptor spirit claws at your foe's face until the foe retreats.

Keywords: Primal, Weapon

Requirement: You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.

Attack: Wisdom vs. AC

Hit: 1[W] + Wis modifier (+5) damage. If the target doesn't end its next turn at least 2 squares away from its starting position, it takes damage equal to your Str modifier (+2).

Special: You can use this power as a ranged basic attack.

Additional Effects

Seeker Attack 1

Spider Spirits

Encounter ♦ Standard Action

Vicious Tratnyr +2: +13 vs. AC, 1d8+1d8+8 damage

Ranged weapon **Target:** One creature

The spider spirit sends forth its children to harry your foes.

Keywords: Poison, Primal, Weapon

Attack: Wisdom vs. AC

Hit: 1[W] + 1d8 + Wis modifier (+5) poison damage, and the target is slowed and takes a –2 penalty to all defenses until the end of your next turn.

Additional Effects

Seeker Attack 1

Used ☐

Escaping Shot

Encounter ♦ Standard Action

Vicious Tratnyr +2: +13 vs. Will, 1d8+8 damage

Ranged weapon

Target: One creature

Brandishing your weapon, you call forth spirits to stupefy your enemy.

Keywords: Primal, Psychic, Weapon

Attack: Wisdom vs. Will

Hit: 1[W] + Wis modifier (+5) psychic damage, and the target is dazed until the end of your next turn.

Effect: You shift 1 square.

Bloodbond: The number of squares you shift equals your Dex modifier (+1).

Special: Making this attack doesn't provoke an opportunity attack from the target.

Additional Effects

Seeker Attack 3

Used ☐

Ensnaring Shot Attack

At-Will ♦ Opportunity Action

Vicious Tratnyr +2: +13 vs. Reflex

Close burst 1

Target: The triggering enemy in the burst

Just before your shot strikes your foe, the projectile explodes into tiny, burrowing seeds that grow into binding vines.

Keywords: Primal, Weapon, Zone

Trigger: An enemy enters the zone or starts its turn there

Attack: Wisdom vs. Reflex

Hit: The target is immobilized (save ends).

Requirement: The Ensnaring Shot power must be active in order to use this power.

Additional Effects

Healer's Gift

Encounter ♦ Standard Action

Unarmed:

Melee 1

Target: One dying creature

You tend to a fallen comrade and stave off death's touch.

Keyword: Healing

Effect: The target can spend a healing surge.

Prerequisite: You must be trained in Heal.

Additional Effects

Heal Utility 2

Used ☐

Swarming Bats

Daily ♦ Standard Action

Vicious Tratnyr +2: +13 vs. Reflex, 1d8+8 damage

Area burst 2 within 10 squares

Target: Each enemy in the burst

Your attack brings with it a flutter of bat spirits that confuse your enemies.

Keywords: Primal, Weapon, Zone

Attack: Wisdom vs. Reflex

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

Effect: You slide each target 1 square. The burst creates a zone of difficult terrain that lasts until the end of your next turn. The zone is also difficult terrain for flying creatures. While within the zone, enemies grant combat advantage. As a move action, you can move the zone 4 squares.

Sustain Minor: The zone persists.

Additional Effects

Seeker Attack 1

Used ☐

Inevitable Shot

Encounter ♦ Free Action

Personal

Even as your target ducks under your shot, the projectile moves on its own to find another enemy.

Keyword: Primal

Trigger: You miss a creature with a ranged attack

Effect: You make a ranged basic attack against an enemy within 5 squares of the creature you missed, using that creature's space as the attack's origin square.

Special: You regain the use of this power when you spend an action point.

Additional Effects

Seeker Feature

Used ☐

Earthbond Gift

Encounter ♦ Minor Action

Personal

When at your weakest, you draw renewing strength from the land.

Keyword: Primal

Requirement: You must be bloodied or weakened.

Effect: You gain temporary hit points equal to twice your Wis modifier (+5). If you are weakened, you can also make a saving throw against as single effect on you that is weakening you.

Additional Effects

Seeker Utility 6

Used ☐

Ensnaring Shot

Daily ♦ Standard Action

Vicious Tratnyr +2: +13 vs. Reflex, 1d8+8 damage

Ranged weapon

Just before your shot strikes your foe, the projectile explodes into tiny, burrowing seeds that grow into binding vines.

Keywords: Primal, Weapon, Zone

Primary Target: One creature

Primary Attack: Wisdom vs. Reflex

Hit: 1[W] + Wis modifier (+5) damage, and the primary target is restrained (save ends).

Effect: The attack creates a zone of difficult terrain in a burst 1 centered on the primary target. The zone lasts until the end of your next turn. Until the zone ends, you can use the Ensnaring Shot Attack power, using a square within the zone as the origin square.

Sustain Minor: The zone persists.

Additional Effects

Seeker Attack 5

Used ☐

Spirits' Rebuke

Encounter ♦ Immediate Reaction

Melee weapon

Target: The triggering enemy

You dodge your enemy's attack, and spirits coalesce around you to punish your attacker.

Keywords: Primal, Weapon

Requirement: You must be wielding a light thrown or a heavy thrown weapon.

Trigger: An enemy misses you with a melee attack

Effect: The target takes 1[W] + your Str modifier (+2) damage, and you push it 1 square.

Additional Effects

Seeker Feature

Used ☐

Restful Bedroll

Wondrous Item ♦ Level 1

Properties

Whenever you complete an extended rest in the restful bedroll, you gain 1d8 temporary hit points.

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.

Cape of the Mountebank +1

Neck Slot Item ♦ Level 5

Enhancement: +1 Fortitude, Reflex, and Will

Power (Teleportation) ♦ **Daily** (Immediate Reaction Action)

Use this power when you are hit by an attack. Teleport 5 squares and gain combat advantage against the attacker until the end of your next turn.

Elixir of Dragon Breath...

Consumable ♦ Level 7

Power (Acid, Cold, Fire, Lightning, Poison) ♦ **Consumable** (Minor Action)

Use this power after you drink the elixir. Until the end of the encounter, you gain an at-will attack power that requires a standard action to use: Close blast 3; +10 vs. Reflex; on a hit, deal 2d6 + Constitution modifier damage of a type determined when the elixir is created: acid, cold, fire, lightning, or poison.

Vicious Tratnyr +2

Weapon ♦ Level 7

Damage: 1d8

Proficiency Bonus: 2

Range: 10/20

Properties: Heavy Thrown, Versatile

Enhancement: +2 attack rolls and damage rolls

Critical: +1d12 damage per plus

Magic Leather Armor +2

Armor ♦ Level 6

Armor Bonus: 2

Enhancement: +2 AC