

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

6

Saeri Woodwalker
female Wood Elf Fighter (Slayer)

Level

Age Medium Height Melora Weight Size Deity

7500

Total XP 10000

Defenses

23	17	18	17
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP (Bloodied 29) 58	Temp HP
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Current Hit Points

Healing Surges

Surge Value	Surges/Day
14	10

Current Conditions:

Combat Statistics and Senses

Initiative	7
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Conditional Modifiers:

Speed	6
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Passive Insight	18
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Passive Perception	24
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Special Senses: Low-light

Action Points

Action Points	Milestones	Action Points
<input type="checkbox"/>	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

Magic Greatsword +2

14	1d10+12
Strength vs. AC	Damage

Ranged

Longbow

11	1d10+10
Dexterity vs. AC	Damage

Languages

Common, Elven



Abilities

Ability	Score	Check
STR Strength	12	4
CON Constitution	13	4
DEX Dexterity	18	7
INT Intelligence	14	5
WIS Wisdom	16	6
CHA Charisma	10	3

Skills

Skill	Ability	Score
Acrobatics	Dexterity	10
Arcana	Intelligence	7
Athletics	Strength	9 ✓
Bluff	Charisma	5
Diplomacy	Charisma	5
Dungeoneering	Wisdom	8
Endurance	Constitution	9 ✓
Heal	Wisdom	11 ✓
History	Intelligence	7
Insight	Wisdom	8
Intimidate	Charisma	5
Nature	Wisdom	13 ✓
Perception	Wisdom	14
Religion	Intelligence	7
Stealth	Dexterity	11
Streetwise	Charisma	5
Thievery	Dexterity	9



Saeri Woodwalker

Player Name

Character Name

Character Details

Background

Moonstruck Hunter

Theme

Fey Beast Tamer

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Essence of the Scout +1

Arms

Bracers of Mighty Striking...

Hands

Rings

Rings

Off Hand

Main Hand

Magic Greatsword +2

Waist

Armor

Drakescale Armor of Eyes +2

Feet

Acrobat Boots

Tattoo

Ki Focus

Other Equipment

Longbow
Thieves' Tools
Adventurer's Kit

Total Weight (lbs.)

91

Carrying Capacity (lbs.)

Treasure

70 gp
0 gp banked

Normal

120

Heavy

240

Max

600

Saeri Woodwalker



Player Name

Character Name

Racial Features

Elven Accuracy

Use elven accuracy as an encounter power.

Elven Weapon Proficiency

Proficient with longbow and shortbow.

Fey Origin

Your origin is fey, not natural

Wild Step

Ignore difficult terrain when shifting (even when shifting multiple squares).

Wood Elf Reactive Stealth

Make a Stealth check to hide if you have any cover or concealment when you roll initiative

Class/Other Features

Fey Beast Tamer Starting Feature

Gain a fey beast companion

Ritual Casting

Gain Ritual Caster as a bonus feat.

In addition, you possess a ritual book, and it contains two 1st-level rituals of your choice that you have mastered.

Quick Swap

1/turn, you can draw or stow a weapon as a free action, and then draw another weapon

Fey Beast Tamer Level 5 Features

Gain combat advantage against enemies in your fey beast companion's aura

Feats

Melee Training (Dexterity)

Use Dexterity for melee basic attacks

Learned Spellcaster

Wizard: Training in Arcana, Nature, or Religion, Ritual Casting, wizard implements

Ritual Caster

Master and perform rituals

Master at Arms

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

Jack of All Trades

+2 to untrained skill checks

Saeri Woodwalker

Level 6 Wood Elf Fighter (Slayer)

	SCORE	ABILITY	MOD	
HP	12	STR	1	AC
58				23
	13	CON	1	Fort
Spd	18	DEX	4	17
6	14	INT	2	Ref
	16	WIS	3	18
Init	10	CHA	0	Will
+7				17

18 Passive Insight

24 Passive Perception

Player Name:

Skills

Acrobatics	Dexterity	10
Arcana	Intelligence	7
Athletics	Strength	• 9
Bluff	Charisma	5
Diplomacy	Charisma	5
Dungeoneering	Wisdom	8
Endurance	Constitution	• 9
Heal	Wisdom	• 11
History	Intelligence	7
Insight	Wisdom	8
Intimidate	Charisma	5
Nature	Wisdom	• 13
Perception	Wisdom	14
Religion	Intelligence	7
Stealth	Dexterity	11
Streetwise	Charisma	5
Thievery	Dexterity	9

• 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

Magic Greatsword +2: +14 vs. AC, 1d10+12 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 (+1) damage.

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

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Longbow: +11 vs. AC, 1d10+10 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 (+4) damage.

Level 21: 2[W] + Dex modifier (+4) damage.

Additional Effects

Basic Attack

Power Strike

Encounter ♦ No Action

Special **Target:** The enemy you hit

By pushing yourself beyond your normal limits, you unleash your full wrath against a foe.

Keywords: Martial, Weapon

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.

Additional Effects

Multiple Class Attack

Used

Battle Wrath

At-Will ♦ Minor Action

Personal

You channel your anger into each strike, dealing devastating damage to your foes.

Keywords: Martial, Stance

Effect: You assume the battle wrath stance. Until the stance ends, you gain a +2 power bonus to the damage rolls of basic attacks using a weapon.

Additional Effects

Fighter Utility

Mobile Blade

At-Will ♦ Minor Action

Personal

The force of your weapon attack lets you spring away from your foe.

Keywords: Martial, Stance

Effect: You assume the mobile blade stance. Until the stance ends, whenever you hit an enemy with a basic attack using a weapon, you can move a number of squares up to your Dex modifier (+4) as a free action.

Additional Effects

Fighter Utility

Elven Accuracy

Encounter ♦ Free Action

Personal

With an instant of focus, you take careful aim at your foe and strike with the legendary accuracy of the elves.

Trigger: You make an attack roll and dislike the result.

Effect: Reroll the attack roll. Use the second roll, even if it's lower.

Additional Effects

Elf Racial Power

Used

Iron Resurgence

Encounter ♦ Minor Action

Unarmed:

Melee 1

Target: You or one ally; must be bloodied and have at least two healing surges remaining

Though your hands do little to comfort the wounded, you ensure that an injury will not keep an ally out of the battle.

Keyword: Healing

Effect: The target loses a healing surge and can then spend one or two healing surges. The target also gains temporary hit points equal to half his or her healing surge value.

Prerequisite: You must be trained in Heal.

Additional Effects

Heal Utility 2

Used

Mighty Sprint

Encounter ♦ Move Action

Personal

Your throw yourself forward at a breakneck pace, bounding over obstacles.

Effect: You move your speed + 4. During this movement, you ignore difficult terrain and gain a +5 power bonus to Athletics checks you make as part of the move.

Prerequisite: You must be trained in Athletics.

Additional Effects

Athletics Utility 6

Used

Essence of the Scout +1

Neck Slot Item ♦ Level 4

Enhancement: +1 Fortitude, Reflex, and Will

Properties

You gain a +2 item bonus to Stealth checks.

Power ♦ Daily (Minor Action)

You gain a +5 power bonus to your next Stealth check made before the end of your next turn.

Drakescale Armor of Eyes +2

Armor ♦ Level 7

Armor Bonus: 8

Speed: -1

Enhancement: +2 AC

Properties

You gain a +2 item bonus to Perception checks.

Power ♦ Encounter (Free Action)

Trigger: An enemy targets you with an attack and you're granting combat advantage to it.

Effect: You don't grant combat advantage to the triggering enemy for this attack.

Bracers of Mighty Striking...

Arms Slot Item ♦ Level 2

Properties

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

Acrobat Boots

Feet Slot Item ♦ Level 2

Properties

You gain a +1 item bonus to Acrobatics checks.

Power ♦ At-Will (Minor Action)

You stand up from prone.

Magic Greatsword +2

Weapon ♦ Level 6

Damage: 1d10

Proficiency Bonus: 3

Enhancement: +2 attack rolls and damage rolls

Critical: +1d6 damage per plus