

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

6

Level

**Saeri Woodwalker**  
female Wood Elf Fighter (Slayer)

Age Height Weight Medium Size Melora Deity

7500

Total XP 10000

### Defenses

<b>23</b>	<b>17</b>	<b>18</b>	<b>17</b>
AC	FORT	REF	WILL

Conditional Bonuses

### Hit Points

**Max HP**  
(Bloodied 29 ) **58**

Temp HP

Current Hit Points

### Healing Surges

Surge Value	Surges/Day
<b>14</b>	<b>10</b>

Current Conditions:

### Combat Statistics and Senses

Initiative

7

Conditional Modifiers:

Speed

6

Passive Insight

18

Passive Perception

24

Special Senses: Low-light

### 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

Magic Greatsword +2

14

Strength vs. AC

1d10+12

Damage

#### Ranged

Longbow

11

Dexterity vs. AC

1d10+10

Damage

### Languages

Common, Elven

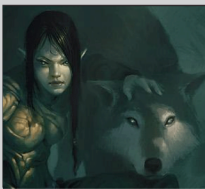


### Abilities

		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

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

18 Passive Insight

24 Passive Perception

## 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