



DUNGEONS & DRAGONS®

Geirgrim

CHARACTER NAME

Class: Seeker

Level: 6

Race: Human

Gender: male

Alignment: Good

Languages: Common, Draconic

ABILITIES AND SKILLS

14 Strength

MODIFIER 2 CHECK 5

Strength measures your physical power.

Athletics

Trained

MISC. CHECK 10

12 Constitution

MODIFIER 1 CHECK 4

Constitution represents health, stamina, and vital force.

Endurance

Trained

MISC. CHECK 4

12 Dexterity

MODIFIER 1 CHECK 4

Dexterity measures coordination, agility, and balance.

Acrobatics

Trained

MISC. CHECK 4

Stealth

Trained

MISC. CHECK 4

Thievery

Trained

MISC. CHECK 4

10 Intelligence

MODIFIER 0 CHECK 3

Intelligence describes how well you learn and reason.

Arcana

Trained

MISC. CHECK 3

History

Trained

MISC. CHECK 3

Religion

Trained

MISC. CHECK 3

20 Wisdom

MODIFIER 5 CHECK 8

Wisdom measures common sense, self-discipline, and empathy.

Dungeoneering

Trained

MISC. CHECK 8

Heal

Trained

MISC. CHECK 15

Insight

Trained

MISC. CHECK 15

Nature

Trained

MISC. CHECK 15

Perception

Trained

MISC. CHECK 15

11 Charisma

MODIFIER 0 CHECK 3

Charisma measures force of personality and leadership.

Bluff

Trained

MISC. CHECK 3

Diplomacy

Trained

MISC. CHECK 3

Intimidate

Trained

MISC. CHECK 3

Streetwise

Trained

MISC. CHECK 3

COMBAT STATISTICS

10 Initiative

Roll initiative to determine the turn order in combat.

6 Speed

Your speed is the number of squares you can move with a move action.

DEFENSES

19 Armor Class (AC)

CALCULATIONS

AC measures how hard it is to physically land an attack on you.

17 Fortitude

CALCULATIONS

Fortitude measures your toughness and resilience.

17 Reflex

CALCULATIONS

Reflex measures your ability to deflect or dodge attacks.

21 Will

CALCULATIONS

Will measures your strength of will and self-discipline.

10 Attack Bonus

Melee Basic

1d8+5

10 Attack Bonus

Ranged Basic

1d8+5

When you attack, roll a d20 and add your attack bonus. Compare the result to the monster's defense to see if you hit. If you do hit, roll damage.

49 Hit Points

Bloodied

24

Your hit points measure the damage you can take before falling unconscious. Your bloodied value is half of your hit points (rounded down).

Healing Surge Value

12

Surges Per Day

8

When you spend a healing surge, you regain hit points equal to your healing surge value, which is one-quarter of your hit points (rounded down).

CURRENT HIT POINTS

Temporary Hit Points

Surges Remaining

ACTIONS IN COMBAT

On your turn in combat, you can take three actions:

A standard action, which is usually an attack

A move action, which involves movement

A minor action, which is simple and quick

You can give up an action to take another action from lower on the list, so you can take a move or a minor action instead of a standard action or a minor action instead of a move action.

Scotley

Player Name

Geirgrim

Character Name



Racial Features

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.

Bonus At-Will Power

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

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

Weapon Proficiency (Tratnyr)

Gain proficiency with the Tratnyr.

Combat Medic

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

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.

Scotley

Player Name

Geirgrim

Character Name



Character Details

Mannerisms and Appearance

Personality Traits

Theme

Background

Birth - Blessed

Adventuring Company

Insight's Isle of Dread

Companions and Allies

Session and Campaign Notes

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

Tattoo

Feet

Ki Focus

Other Equipment

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

Total Weight (lbs.)

86

Carrying
Capacity (lbs.)

Coins and Other Wealth

3 Platinum, 47 Gold

Normal 140

Heavy 280

Max 700

Geirgrim

Level 6 Human Seeker

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

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 ☐

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 ☐

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

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 ☐

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 ☐

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 ☐

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 ☐

Restful Bedroll (heroic tier)

Wondrous Item ♦ Level 1

Power (Daily): Standard Action. Use this power when you complete an extended rest in the restful bedroll. Gain 1d8 temporary hit points that last until you take another rest (short or extended).

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:** +2d12 damage**Potion of Healing (heroic tier)**

Potion ♦ Level 5

Power (Consumable * Healing): Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

Magic Leather Armor +2

Armor ♦ Level 6

Armor Bonus: 2**Enhancement:** +2 AC**Cape of the Mountebank +1**

Neck Slot Item ♦ Level 5

Enhancement: +1 Fortitude, Reflex, and Will**Power (Daily • Teleportation):**

Immediate Reaction. 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...

Potion ♦ Level 7

Special: Consuming this elixir counts as a use of a magic item daily power.

Power (Consumable • Acid, Cold, Fire, Lightning, or Poison): Minor Action. Use this power after your 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.