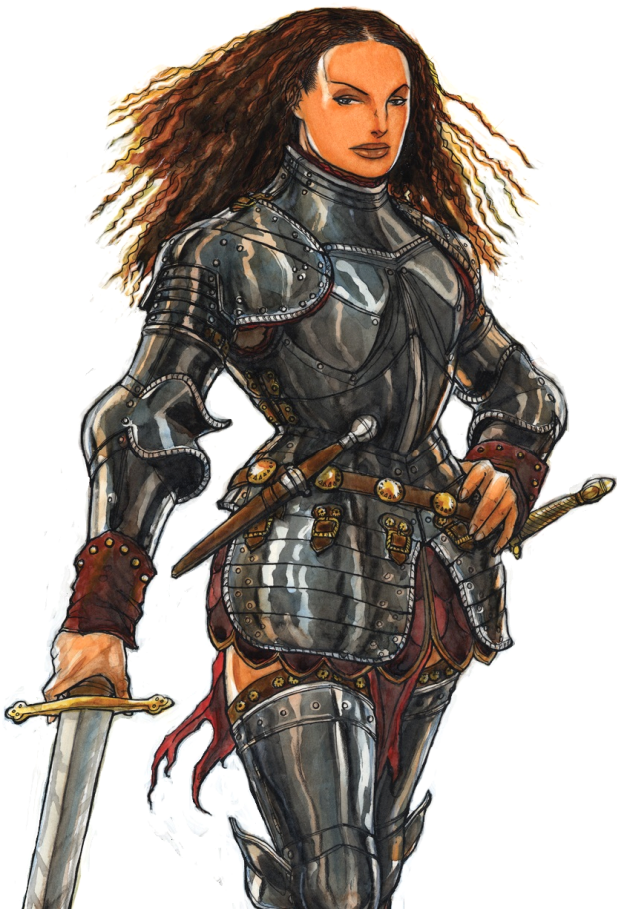


Kiriyana Silverspring

15th Level Aasimar Fighter



Ability Scores

22 Strength (+13)
13 Constitution (+8)
18 Dexterity (+11)
10 Intelligence (+7)
13 Wisdom (+8)
16 Charisma (+10)

Defenses

32 AC
30 Fortitude
26 Reflex
26 Will
Saving throws +1
Death saves ☐ ☐ ☐

Skills

+18 Athletics
+13 Insight
+12 Lore
+15 Perception
+18 Lover
+18 Singer
+15 Streetwise
Languages: Common, Elven, Supernal

Traits

Adopted Race (Elven)
Army
Artiste
Demure
Faction (Sensates)
Integrity
Paragon Adventurer
Player

Senses

Darkvision & Low-light vision
Cannot be surprised
Cannot be blinded
Detect poison (Perception)
Read auras (Insight)
Hear nearby telepathic speak

Hit Points

116

Healing Surges (30 HP)

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Sensate Powers

Sensory Touch Standard Action ☐
Use a **healing surge** to heal a creature 30 HP, taking on any conditions they have and briefly reliving their recent experiences.

Reveal the Unseen Minor Action ☐
Use a **healing surge** to perceive invisible creatures within 30 feet (6 squares).

Stances

Cleave Minor Action
When you hit, another enemy takes 4 damage.

Duelist's Assault Minor Action
Deal +4 damage against a solitary target.

Mobile Blade Minor Action
Shift 4 squares after a successful attack.

Combat

+17 Initiative 7 Speed
+23 Attack (sun blade) d12+24 Damage +4d12 Critical
+18 Attack (improvised) X+19 Damage

Power Strike Free Action ☐ ☐ ☐
+d12 damage. Or, if you drop an enemy, use a *power strike* to make an attack for free vs. another enemy.

Grit and Spittle Minor Action ☐
Use a **healing surge** to make a save vs. all ongoing effects.

Reactive Strike Reaction ☐
When an enemy hits you in melee, make an attack in kind.

Reactive Surge Reaction ☐
When an attack bloodies you, spend a **healing surge**.

Second Wind Standard Action ☐
Spend a **healing surge** either as part of an attack or by taking the defensive. If you take the defensive, gain +2 defenses until the start of your next turn.

Blade Strikes True Free Action ☐
When you miss on an attack, use a **healing surge** to re-roll. If you still miss, this ability isn't expended.

Feats

Armor Specialization (Scale)
Alertness
Heavy Blade Strike
Improved Defenses
Improved Initiative
Master at Arms
Weapon Focus (Heavy Blade)
Wpn. Proficiency (Fullblade)
Striking Resurgence

Magic Items

Celestial Sun Blade +3
(light at-will up 100', 2d8 radiant to evil in light 1/day)
Agile Wyvern'scale +3
Brooch of Vitality +3
Bracers of Mighty Striking
Strike-Back Gauntlets
Belt of Vigor, lesser
Battlestrider Greaves