

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

pathfinderq1

13

Level

Lady Snow

Unaligned female Eladrin Fighter (Knight)

Medium

39000

Age Height Weight Size Deity

Total XP 47000

Defenses

29	27	27	26
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP
(Bloodied 52) **104**

Temp HP

Current Hit Points

Healing Surges

Surge Value Surges/Day

26

12

Current Conditions:

Combat Statistics and Senses

Initiative 10

Conditional Modifiers:

Speed 6

Passive Insight 15

Passive Perception 22

Special Senses: Low-light

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

+5 Saving Throws against charm effects, +2 Saving Throws against effects with the poison keyword and effects that render you weakened, slowed, or immobilized.

Resistances/Vulnerabilities

Resist 5 Cold, Resist 5 Necrotic

Current Conditions and Effects

Basic Attacks

Melee

Frost Longsword +3

21

1d8+10

Strength vs. AC

Damage

Ranged

Unarmed

7

1d4+1

Dexterity vs. AC

Damage

Languages

Common, Elven, Primordial



Abilities

Ability	Score	Check
STR Strength	13	7
CON Constitution	17	9
DEX Dexterity	11	6
INT Intelligence	22	12
WIS Wisdom	9	5
CHA Charisma	16	9

Skills

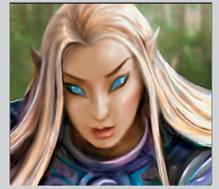
Acrobatics	Dexterity	6
Arcana	Intelligence	19
Athletics	Strength	13
Bluff	Charisma	9
Diplomacy	Charisma	9
Dungeoneering	Wisdom	5
Endurance	Constitution	15
Heal	Wisdom	5
History	Intelligence	14
Insight	Wisdom	5
Intimidate	Charisma	14
Nature	Wisdom	5
Perception	Wisdom	12
Religion	Intelligence	12
Stealth	Dexterity	6
Streetwise	Charisma	9
Thievery	Dexterity	6

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Player Name

Lady Snow

Character Name



Character Details

Background

Sentry

Theme

Ironwrought

Mannerisms and Appearance

Personality Traits

Adventuring Company

Clash of Steel

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Amulet of Physical Resolve +3

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Frost Longsword +3

Waist

Armor

Inner Warmth Earthhide...

Tattoo

Feet

Ki Focus

Other Equipment

Total Weight (lbs.)

289

Carrying Capacity (lbs.)

Treasure

13,000 gp
0 gp banked

Normal

130

Heavy

260

Max

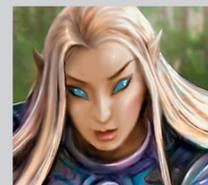
650

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Player Name

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Character Name



Racial Features

Eladrin Education

Training in any one additional skill.

Eladrin Weapon Proficiency

Proficient with longsword.

Eladrin Will

+1 Will; +5 to saving throws against charm.

Fey Origin

Your origin is fey, not natural

Fey Step

Use fey step as an encounter power.

Trance

Meditate aware 4 hours instead of sleep.

Class/Other Features

Ironwrought Starting Feature

Your origin becomes elemental; gain Primordial language, +1 bonus to Athletics and Endurance checks; power bonus from using your second wind increases to +4; gain the inevitable strike power

Swordbond

Bond with one blade (1 hr.); standard action to call to hand (10 squares); fix it in 1 hr.

Ironwrought Level 5 Feature

While bloodied gain resist 2/4/6 to all damage

Bladed Step

After power strike (heavy blade), shift 1 to a square adjacent to an enemy, gain combat advantage vs. that enemy

Ironwrought Level 10 Feature

Gain a +1 power bonus to melee attack rolls after using inevitable strike

Diversified Study

Gain a 7th-level or lower wizard encounter attack power. Add your melee weapon's enhancement bonus to attack and damage rolls

Eldritch Abduction

Teleport w/ Defender Aura active: bring 1 willing creature from within the aura to a sq. adj to your destination (not hindering terrain)

Far Step Extension

Action point spent (extra action): teleport up to [Int mod] squares (free action), before or after taking the extra action

Eldritch Leap

You gain the eldritch leap power.

Feats

Shield Finesse

You ignore the check penalty for having a shield equipped.

Winter Walker

Gain ice walk. +5 to Endurance checks to resist effects of cold weather, +5 to Acrobatics checks to balance on icy surfaces

Heart of the Blade

Swordmage: Training in Athletics or Endurance, Swordbond, Swordmage implements

World Serpent's Grasp

Whenever you hit a slowed or immobilized target with an attack, you can knock it prone.

Alertness

Cannot be surprised, +2 to Perception

Superior Will

+2/3/4 (by tier) to Will. Additional saving throw vs. dazed or stunned at start of turn, even if condition is not (save ends)

Vicious Advantage

Gain combat advantage against slowed or immobilized targets

Armor Specialization (Hide)

+1 to AC with hide armor, reduce check penalty by 1

Fey Charge

Expend fey step as free action to sub 5 squares of your charge with teleportation; if you hit, don't expend fey step

Improved Defenses

+1/2/3 bonus (by tier) to Fortitude, Reflex, and Will.

Intelligent Blademaster

Use Intelligence instead of Strength on your basic attacks

White Lotus Dueling Expertise

Gain +1/2/3 (by tier) feat bonus to arcane and basic attack rolls with proficient weapon and implements; gain proficiency with robs, rods, staves, or wands

Lady Snow

Level 13 Eladrin Fighter (Knight)

	SCORE	ABILITY	MOD	
HP	13	STR	1	AC
104				29
	17	CON	3	Fort
Spd	11	DEX	0	27
6				Ref
	22	INT	6	27
Init	9	WIS	-1	Will
+10	16	CHA	3	26

15 Passive Insight

22 Passive Perception

Player Name: pathfinderq1

Skills

Acrobatics	Dexterity	6
Arcana	Intelligence	• 19
Athletics	Strength	• 13
Bluff	Charisma	9
Diplomacy	Charisma	9
Dungeoneering	Wisdom	5
Endurance	Constitution	• 15
Heal	Wisdom	5
History	Intelligence	14
Insight	Wisdom	5
Intimidate	Charisma	• 14
Nature	Wisdom	5
Perception	Wisdom	• 12
Religion	Intelligence	12
Stealth	Dexterity	6
Streetwise	Charisma	9
Thievery	Dexterity	6

• indicates a trained skill.

Action Point

Base action points: 1

Far Step Extension: When you spend an action point to take an extra action, you can teleport up to a number of squares equal to your Intelligence modifier as a free action before or after taking the extra action.



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

Feywild Guardian

At-Will ♦ Opportunity Action

Personal

You teleport from one place to the next to punish an enemy that ignores you.

Keywords: Martial, Teleportation

Prerequisite: You must be eladrin.

Trigger: An enemy subject to your defender aura either shifts or makes an attack that does not include among its targets either you or an ally who has an active defender aura.

Effect: You teleport up to 2 squares to an unoccupied square adjacent to the triggering enemy and then make a melee basic attack against that enemy.

Additional Effects

Fighter Attack

Glimmering Blade

At-Will ♦ Minor Action

Personal

After a successful strike, you teleport away to appear where your enemy least expects.

Keywords: Martial, Stance, Teleportation

Prerequisite: You must be eladrin, and you must have the fey step power.

Effect: You assume the glimmering blade stance. Until the stance ends, each time you hit an enemy with a melee basic attack using a weapon, you can teleport up to 2 squares to an unoccupied square adjacent to that enemy.

Additional Effects

Fighter Attack

Melee Basic Attack

At-Will ♦ Standard Action

Frost Longsword +3: +21 vs. AC, 1d8+10 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

Unarmed: +7 vs. AC, 1d4+1 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 (+0) damage.

Level 21: 2[W] + Dex modifier (+0) damage.

Additional Effects

Basic Attack

Inevitable Strike

Encounter ♦ No Action

Personal

Elemental power flows through you, providing you with keen accuracy and sharper striking force.

Keywords: Elemental, Weapon

Trigger: You make a melee weapon attack roll.

Effect: Make the attack roll twice. If both attack rolls hit, the target takes 1d8 extra damage.

Level 11: 2d8 extra damage.

Ironwrought: Gain a +1 power bonus to melee weapon attack rolls until the end of your next turn.

Additional Effects

Ironwrought Attack

Used

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.

Bladed Step: After you use power strike with a heavy blade, you can immediately shift 1 square to a square adjacent to an enemy. You then gain combat advantage against that enemy until the end of your next turn.

Additional Effects

Multiple Class Attack

Used

Twist of Space

Encounter ♦ Standard Action

Frost Longsword +3: +17 vs. Will, 1d6+9 damage

Area burst 1 within 10 squares **Target:** Each creature in the burst

You bend and fold the fabric of space, scattering your enemies across the battlefield.

Keywords: Arcane, Evocation, Implement, Teleportation

Attack: Intelligence vs. Will

Hit: 1d6 + Int modifier (+6) damage, and the target is teleported 3 squares and slowed until the end of your next turn.

Additional Effects

Wizard Attack 7

Used

Cleaving Assault

At-Will ♦ Minor Action

Personal

Your wide, sweeping attacks carry through to let you lash out at another nearby foe.

Keywords: Martial, Stance

Effect: You assume the cleaving assault stance. Until the stance ends, whenever you hit with a melee basic attack using a weapon, one enemy adjacent to you other than the target of that attack takes damage equal to your Con modifier (+3).

Additional Effects

Fighter Utility

Defend the Line

At-Will ♦ Minor Action

Personal

Your attack staggers a foe, hindering its attempts to flee from you.

Keywords: Martial, Stance

Effect: You assume the defend the line stance. Until the stance ends, whenever you hit an enemy with a melee basic attack using a weapon, that enemy is slowed until the end of your next turn.

Additional Effects

Fighter Utility

Defender Aura

At-Will ♦ Minor Action

Personal

You work to occupy nearby foes using a combination of fighting skill and clever tactics to keep them distracted.

Keyword: Aura

Effect: You activate an aura 1 that lasts until you end it as a minor action or until you fall unconscious. While in the aura, any enemy takes a -2 penalty to attack rolls when it makes an attack that does not include among its targets either you or an ally of yours who has this aura active. Marked enemies are not subject to this aura.

Additional Effects

Multiple Class Utility

Fey Step

Encounter ♦ Move Action

Personal

You step through the boundary between the planes, disappearing for a moment before reappearing somewhere else.

Keyword: Teleportation

Effect: Teleport up to 5 squares.

Additional Effects

Eladrin Racial Power

Used

Eldritch Tactics

Encounter ♦ Move Action

Close burst 3

Target: You and one ally in the burst

Using your talent for teleportation, you take an ally's place.

Keywords: Arcane, Martial, Teleportation

Prerequisite: You must be eladrin.

Effect: Each target teleports, swapping positions.

Additional Effects

Fighter Utility 2

Used

Ignore Weakness

Encounter ♦ No Action

Personal

A surge of inner strength helps you shrug off the lingering effects of your enemy's attacks.

Keyword: Martial

Prerequisite: You must have training in Endurance.

Trigger: You start your turn immobilized, slowed, or weakened by an effect that a save can end.

Effect: You make a saving throw with a +5 power bonus against the effect.

Additional Effects

Fighter Utility 6

Used

Shield Block

Encounter ♦ Immediate Interrupt

Melee 1

Target: The character hit or missed by the triggering attack

You lunge with your shield to protect an ally from an attack.

Keyword: Martial

Requirement: You must use this power with a shield.

Trigger: An attack hits or misses you or an ally adjacent to you and deals damage

Effect: The damage dealt to the target is reduced by 1d10 + your Con modifier (+3).
Level 11: 2d10 + Con modifier (+3).

Additional Effects

Fighter Utility 8

Used

Reactive Surge

Encounter ♦ Immediate Reaction

Unarmed:

Personal

The attack was well placed, but you choose not to let it affect you.

Keyword: Healing

Trigger: An attack bloodies you

Effect: You spend a healing surge.

Prerequisite: You must be trained in Endurance.

Additional Effects

Endurance Utility 10

Used

Eldritch Leap

Encounter ♦ Move Action

Personal

You pick out a foe and close the distance between you in an instant.

Keywords: Arcane, Martial, Teleportation

Effect: You teleport up to a number of squares equal to your Int modifier (+6) to an unoccupied square that is adjacent to an enemy you can see.

Additional Effects

Eldritch Knight Utility 12

Used

Frost Longsword +3

Weapon ♦ Level 13

Damage: 1d8

Proficiency Bonus: 3

Properties: Versatile

Enhancement: +3 attack rolls and damage rolls

Critical: +1d6 cold damage per plus

Power (Cold) ♦ (Free Action)

All damage dealt by this weapon is cold damage. Another free action returns the damage to normal.

Power (Cold) ♦ Daily (Free Action)

Use this power when you hit with the weapon. The target takes 2d8 cold damage and is slowed until the end of your next turn.

Amulet of Physical Resolve +3

Neck Slot Item ♦ Level 12

Enhancement: +3 Fortitude, Reflex, and Will

Properties

Gain a +2 item bonus to saving throws against effects with the poison keyword and effects that render you weakened, slowed, or immobilized.

Inner Warmth Earthhide...

Armor ♦ Level 14

Armor Bonus: 3

Check: -1

Special: +1 Fortitude

Enhancement: +3 AC

Properties

You gain resist 5 cold and resist 5 necrotic.

Power ♦ Daily (Minor Action)

Until the end of the encounter, any ally adjacent to you gains the resistances granted by this armor.