

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

pathfinderq1

13

Level

**Oscarl Drakeclaw**  
Unaligned male Human Hybrid

Medium

Age

Height

Weight

Size

Deity

39000

Total XP

47000

### Defenses

30

29

27

24

AC

FORT

REF

WILL

Conditional Bonuses

### Hit Points

**Max HP**  
(Bloodied 49 ) **99**

Temp HP

Current Hit Points

### Healing Surges

Surge Value

Surges/Day

25

10

Current Conditions:

### Combat Statistics and Senses

Initiative

10

Conditional Modifiers:

Speed

5

Passive Insight

20

Passive Perception

27

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

### Resistances/Vulnerabilities

Resist 10 Necrotic, Resist 10 Fire

### Current Conditions and Effects

### Basic Attacks

#### Melee

Vanguard Net +3

20

Strength vs. AC

1d8+11

Damage

#### Ranged

Vanguard Net +3

19

Dexterity vs. AC

1d8+9

Damage

### Languages

Common, Draconic



### Abilities

		Check
STR	Strength	22 12
CON	Constitution	16 9
DEX	Dexterity	14 8
INT	Intelligence	9 5
WIS	Wisdom	14 8
CHA	Charisma	12 7

### Skills

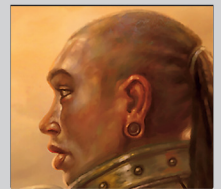
Acrobatics	Dexterity	8
Arcana	Intelligence	5
Athletics	Strength	✓ 17
Bluff	Charisma	7
Diplomacy	Charisma	7
Dungeoneering	Wisdom	8
Endurance	Constitution	✓ 14
Heal	Wisdom	8
History	Intelligence	5
Insight	Wisdom	10
Intimidate	Charisma	✓ 12
Nature	Wisdom	✓ 13
Perception	Wisdom	✓ 17
Religion	Intelligence	5
Stealth	Dexterity	8
Streetwise	Charisma	7
Thievery	Dexterity	8

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Player Name

Oscarl Drakeclaw

Character Name



## Character Details

### Background

Occupation - Mariner

### Theme

Guardian

### Mannerisms and Appearance

### Personality Traits

### Adventuring Company

drothgery's Clash of Steel

### Companions and Allies

### Session and Campaign Notes

Other Notes

## Equipment

### Head

Starlight Goggles

### Neck

Badge of the Berserker +3

### Arms

Iron Armbands of Power (heroic...

### Hands

### Rings

### Rings

### Off Hand

Rhythm Blade Short sword +2

### Main Hand

Vanguard Net +3

### Waist

Belt of Vigor (heroic tier)

### Armor

Black Iron Wyvernscale Armor...

### Tattoo

### Feet

### Ki Focus

## Other Equipment

Bag of Holding  
Distance Javelin +2

Total Weight (lbs.)

57

Carrying Capacity  
(lbs.)

### Treasure

10 pp; 80 gp  
0 gp banked

Normal

220

Heavy

440

Max

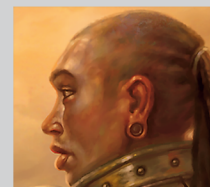
1100

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Player Name

Oscarl Drakeclaw

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## Racial Features

### Bonus At-Will Power

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

### 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.

## Class/Other Features

### Combat Challenge (Hybrid)

Mark targets you attack with fighter powers and gain Combat Challenge

### Fighter Combat Talent

### Guardian Starting Feature

Gain the Guardian's Counter power

### Hunter's Quarry (Hybrid)

When using ranger powers, deal bonus damage to your quarry.

### Hybrid Ranger Reflex

### Tempest Technique (Hybrid)

When wielding two weapons, +1 attack with off-hand weapons; gain Two-Weapon Defense; in light armor or chainmail, +1 damage with melee or close weapons, +2 with offhand weapons

### Guardian Level 5 Feature

Gain +2 power bonus to Insight and Perception checks

### Guardian Level 10 Feature

+1 to hit enemies attacking your bonded charge; sense when bonded charge is in danger within 1 mile

### Deadly Soldier

Increase off-hand weapon's damage die by one size

### Footwork Action

When you spend action point to gain action, until end of your next turn gain +2 AC and Reflex and shift 1 if a melee attack misses you

## Feats

### Hybrid Talent

Gain a hybrid talent option for one of your hybrid class entries

### Net Training

Net: Gain proficiency with the net, and slow on a hit

### Two-Weapon Defense

+1 to AC and Reflex while holding a weapon in each hand

### Armor Proficiency: Chainmail

Training with chainmail armor

### Armor Proficiency: Scale

Training with scale armor

### Toughness

Gain 5 additional hit points, 10 at 11th, 15 at 21st

### Quick Draw

Draw a weapon with attack action, +2 to initiative

### Vicious Advantage

Gain combat advantage against slowed or immobilized targets

### Mark of Warding

Increase all defense bonuses by 1, enhanced mark penalty, perform certain rituals

### World Serpent's Grasp

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

### Improved Defenses

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

### Master at Arms

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

## Oscarl Drakeclaw

Level 13 Human Fighter/Ranger

	SCORE	ABILITY	MOD	
<b>HP</b>	<b>22</b>	<b>STR</b>	<b>6</b>	<b>AC</b>
<b>99</b>				<b>30</b>
	<b>16</b>	<b>CON</b>	<b>3</b>	<b>Fort</b>
<b>Spd</b>	<b>14</b>	<b>DEX</b>	<b>2</b>	<b>29</b>
<b>5</b>	<b>9</b>	<b>INT</b>	<b>-1</b>	<b>Ref</b>
				<b>27</b>
<b>Init</b>	<b>14</b>	<b>WIS</b>	<b>2</b>	<b>Will</b>
<b>+10</b>	<b>12</b>	<b>CHA</b>	<b>1</b>	<b>24</b>

**20** Passive Insight

**27** Passive Perception

## Skills

Acrobatics	Dexterity	8
Arcana	Intelligence	5
Athletics	Strength	• 17
Bluff	Charisma	7
Diplomacy	Charisma	7
Dungeoneering	Wisdom	8
Endurance	Constitution	• 14
Heal	Wisdom	8
History	Intelligence	5
Insight	Wisdom	10
Intimidate	Charisma	• 12
Nature	Wisdom	• 13
Perception	Wisdom	• 17
Religion	Intelligence	5
Stealth	Dexterity	8
Streetwise	Charisma	7
Thievery	Dexterity	8

• indicates a trained skill.

## Action Point

Base action points: 1

**Footwork Action:** When you spend an action point to take an extra action, you gain a +2 bonus to AC and Reflex until the end of your next turn. If a melee attack misses you while this bonus applies, you can shift 1 square as a free 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

## Combat Challenge

At-Will ♦ Immediate Interrupt

### Melee

**Keywords:** Martial, Weapon

**Effect:** Whenever an enemy marked by you is adjacent to you and shifts or makes an attack that does not include you as a target, you can make a melee basic attack against that enemy.

Additional Effects

Fighter Attack

## Melee Basic Attack

At-Will ♦ Standard Action

**Vanguard Net +3:** +20 vs. AC, 1d8+11 damage  
**Rhythm Blade Short sword +2:** +20 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 (+6) damage.

**Level 21:** 2[W] + Str modifier (+6) damage.

Additional Effects

+1d8 damage on any successful charge.

Basic Attack

## Ranged Basic Attack

At-Will ♦ Standard Action

**Vanguard Net +3:** +19 vs. AC, 1d8+9 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 (+2) damage.

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

Additional Effects

+1d8 damage on any successful charge.

Basic Attack

## Footwork Lure

At-Will ♦ Standard Action

**Vanguard Net +3:** +20 vs. AC, 1d8+11 damage  
**Rhythm Blade Short sword +2:** +20 vs. AC, 1d8+10 damage

**Melee** weapon      **Target:** One creature

*You press the attack, engaging your enemy before falling back and drawing him after you.*

**Keywords:** Martial, Weapon

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+6) damage. You can shift 1 square and slide the target 1 square into the space you left.

Additional Effects

Fighter Attack 1

## Knockdown Assault

At-Will ♦ Standard Action

**Vanguard Net +3:** +20 vs. Fortitude, 6 damage  
**Rhythm Blade Short sword +2:** +20 vs. Fortitude, 6 damage

**Melee** weapon      **Target:** One creature

*You smash your weapon into your foe so hard that the enemy loses its footing.*

**Keywords:** Martial, Weapon

**Attack:** Strength vs. Fortitude

**Hit:** Str modifier (+6) damage, and you knock the target prone.

**Special:** When charging, you can use this power in place of a melee basic attack.

Additional Effects

Fighter Attack 1

## Twin Strike

At-Will ♦ Standard Action

**Vanguard Net +3:** +16 vs. AC, 1d8+5 damage  
**Rhythm Blade Short sword +2:** +20 vs. AC, 1d8+4 damage

**Melee** or Ranged weapon      **Targets:** One or two creatures

*If the first attack doesn't kill it, the second one might.*

**Keywords:** Martial, Weapon

**Requirement:** You must be wielding two melee weapons or a ranged weapon.

**Attack:** Strength vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged), two attacks

**Hit:** 1[W] damage per attack.

Additional Effects

+2d6 to damage once per round (Hunter's Quarry)

Ranger Attack 1



## Guardian's Counter

Encounter ♦ Immediate Interrupt

**Close** burst 2

*Seeing a friend in danger, you step up to take the attack meant for your ally—and then you strike back.*

**Keyword:** Martial

**Trigger:** An ally within 2 squares of you is hit by an attack and you are not included in the attack.

**Effect:** You and the ally shift up to 2 squares as a free action, swapping positions. You become the target of the triggering attack, in place of the ally. After the attack is resolved, you can make a basic attack against the attacker.

Additional Effects

Guardian Attack

Used ☐

## Sweeping Blow

Encounter ♦ Standard Action

**Vanguard Net +3:** +23 vs. AC, 1d8+9 damage

**Rhythm Blade Short sword +2:** +20 vs. AC, 1d8+8 damage

**Close** burst 1

**Target:** Each enemy you can see in the burst

*Seeing your enemies press in, you swing your weapon in a wide arc, striking many of your foes at once.*

**Keywords:** Martial, Weapon

**Attack:** Strength vs. AC

**Weapon:** If you're wielding an axe, a flail, a heavy blade, or a pick, you gain a bonus to the attack roll equal to one-half your Str modifier (+6).

**Hit:** 1[W] + Str modifier (+6) damage.

Additional Effects

Fighter Attack 3

Used ☐

## Come and Get It

Encounter ♦ Standard Action

**Vanguard Net +3:** +20 vs. Will

**Rhythm Blade Short sword +2:** +20 vs. Will

**Close** burst 3

**Target:** Each enemy you can see in the burst

*You brandish your weapon and call out to your foes, luring them close through their overconfidence, and then deliver a spinning strike against them all.*

**Keywords:** Martial, Weapon

**Attack:** Strength vs. Will

**Hit:** You pull the target up to 2 squares, but only if it can end the pull adjacent to you. If the target is adjacent to you after the pull, it takes 1[W] damage.

Additional Effects

Fighter Attack 7

Used ☐

## Shocking Twister

Encounter ♦ Standard Action

**Vanguard Net +3:** +22 vs. AC, 1d8+11 damage

**Rhythm Blade Short sword +2:** +22 vs. AC, 1d8+10 damage

**Melee** weapon

**Target:** One creature

*Slipping around your enemy, you deliver a series of exact stabs, leaving the foe reeling from three wounds.*

**Keywords:** Martial, Weapon

**Requirement:** You must be wielding two melee weapons.

**Primary Attack:** Strength + 2 vs. AC (main weapon)

**Hit:** 1[W] + Str modifier (+6) damage. Make a secondary attack against the target.

**Secondary Attack:** Strength vs. AC (off-hand weapon)

**Hit:** 1[W] + Str modifier (+6) damage, and you can shift 1 square. Make a tertiary attack against the target.

**Tertiary Attack:** Strength vs. AC (main or off-hand weapon)

**Hit:** 1[W] + Str modifier (+6) damage, you can shift 1 square, and the target is dazed until the end of your next turn.

Additional Effects

Shock Trooper Attack 11

Used ☐

## Off-Hand Diversion

Encounter ♦ Minor Action

**Vanguard Net +3:** +20 vs. AC, 1d8+10 damage

**Rhythm Blade Short sword +2:** +20 vs. AC, 1d8+11 damage

**Melee** weapon

**Target:** One creature

*Your quick off-hand strike leaves your foe open to attacks.*

**Keywords:** Martial, Weapon

**Requirement:** You must be wielding two melee weapons.

**Attack:** Strength vs. AC (off-hand weapon)

**Hit:** 1[W] + Str modifier (+6) damage (off-hand weapon), and the target grants combat advantage to you and your allies until the start of your next turn.

Additional Effects

+2d6 to damage once per round (Hunter's Quarry)

Ranger Attack 13

Used ☐

## Hunter's Bear Trap

Daily ♦ Standard Action

**Vanguard Net +3:** +20 vs. AC, 2d8+11 damage

**Rhythm Blade Short sword +2:** +20 vs. AC, 2d8+10 damage

**Melee** or Ranged weapon

**Target:** One creature

*A well-placed shot to the leg leaves your enemy hobbled and bleeding.*

**Keywords:** Martial, Weapon

**Attack:** Strength vs. AC (melee) or Dexterity vs. AC (ranged)

**Hit:** 2[W] + Str modifier (+6) damage (melee) or 2[W] + Dex modifier (+2) damage (ranged), and the target is slowed and takes ongoing 5 damage (save ends both).

**Miss:** Half damage, no ongoing damage, and the target is slowed until the end of your next turn.

Additional Effects

+2d6 to damage once per round (Hunter's Quarry)

Ranger Attack 1

Used ☐

## Rain of Steel

Daily ♦ Minor Action

**Personal**

*You constantly swing your weapon about, slashing and cutting into nearby enemies.*

**Keywords:** Martial, Stance, Weapon

**Effect:** You assume the rain of steel stance. Until the stance ends, any enemy that starts its turn adjacent to you takes 1[W] damage, but only if you're able to make opportunity attacks.

Additional Effects

Fighter Attack 5

Used ☐

## One Against Many

Daily ♦ Standard Action

**Vanguard Net +3:** +20 vs. AC, 2d8+9 damage

**Rhythm Blade Short sword +2:** +20 vs. AC, 2d8+8 damage

**Close** burst 1

**Target:** Each enemy in the burst you can see

*When your enemies gang up on you, you have the advantage, for it means you have no shortage of targets.*

**Keywords:** Martial, Weapon

**Attack:** Strength vs. AC

**Hit:** 2[W] + Str modifier (+6) damage.

**Effect:** Until the end of the encounter, you gain a +1 power bonus to all defenses while two or more enemies are adjacent to you. You also gain a +1 power bonus to weapon attack rolls while no allies are adjacent to you.

Additional Effects

Fighter Attack 9

Used ☐

## Hunter's Quarry

At-Will ♦ Minor Action

**Effect:** You can designate the nearest enemy to you that you can see as your quarry.

Once per round, when you hit your quarry with an attack, the attack deals extra damage based on your level. If you can make multiple attacks in a round, you decide which attack to apply the extra damage to after all the attacks are rolled. If you have dealt Hunter's Quarry damage since the start of your turn, you cannot deal it again until the start of your next turn.

The hunter's quarry effect remains active until the end of the encounter, until the quarry is defeated, or until you designate a different target as your quarry.

You can designate one enemy as your quarry at a time.

**Level** **Hunter's Quarry Extra Damage**

1st–10th +1d6

11th–20th +2d6

21st–30th +3d6

Additional Effects

Hunter's Quarry Power

### Invigorating Stride

Encounter ♦ Move Action

Unarmed:

#### Personal

*You back away from danger and catch your breath.*

**Keywords:** Healing, Martial

**Effect:** You shift a number of squares equal to your Wis modifier (+2) and must not end the shift adjacent to any enemy. You can use your second wind.

Additional Effects

Ranger 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 ☐

### 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 ☐

### Assault Footwork

Daily ♦ Minor Action

#### Personal

*With the poise of a seasoned sailor on a storm-tossed deck, you hold your weapons ready to parry, while remaining coiled to dodge.*

**Keywords:** Martial, Stance

**Effect:** Until the stance ends, once during each of your turns when you miss with a melee attack, you can either shift 1 square or gain a +1 power bonus to AC until the end of your next turn.

Additional Effects

Shock Trooper Utility 12

Used ☐

### Starlight Goggles

Head Slot Item ♦ Level 8

#### Properties

Gain low-light vision.

### Belt of Vigor (heroic tier)

Waist Slot Item ♦ Level 2

#### Properties

You gain a +1 item bonus to your healing surge value.

### Rhythm Blade Short sword +2

Weapon ♦ Level 8

**Damage:** 1d6

**Proficiency Bonus:** 3

**Properties:** Off-Hand

**Enhancement:** +2 attack rolls and damage rolls

**Critical:** +1d6 damage per plus

#### Properties

While you wield this weapon in your off hand, your shield bonus to AC and Reflex increases by 1.

### Vanguard Net +3

Weapon ♦ Level 13

**Damage:** 1d6

**Proficiency Bonus:** 2

**Range:** 2/5

**Properties:** Off-Hand, Heavy Thrown

**Enhancement:** +3 attack rolls and damage rolls

**Critical:** +1d8 damage per plus

#### Properties

Deal +1d8 damage on any successful charge.

#### Power ♦ Daily (Minor Action)

Use this power when you make a charge attack. If you hit with your charge attack, all allies within 10 squares of you gain a +1 bonus to attack rolls and gain your Charisma bonus as a bonus to damage rolls until the start of your next turn.

### Badge of the Berserker +3

Neck Slot Item ♦ Level 12

**Enhancement:** +3 Fortitude, Reflex, and Will

#### Properties

When you charge, your movement made as part of the charge doesn't provoke opportunity attacks.

### Iron Armbands of Power...

Arms Slot Item ♦ Level 6

#### Properties

Gain a +2 item bonus to melee damage rolls.

### Distance Javelin +2

Weapon ♦ Level 6

**Damage:** 1d6

**Proficiency Bonus:** 2

**Range:** 10/20

**Properties:** Heavy Thrown

**Enhancement:** +2 attack rolls and damage rolls

**Critical:** None

#### Properties

Increase the weapon's normal range by 5 squares and the long range by 10 squares.

### Black Iron Wyvernscale...

Armor ♦ Level 14

**Armor Bonus:** 9

**Speed:** -1

**Enhancement:** +3 AC

#### Properties

You gain resist 10 fire and resist 10 necrotic.

### Bag of Holding

Wondrous Item ♦ Level 5

#### Properties

This bag can hold up to 200 pounds in weight or 20 cubic feet in volume, but it always weighs only 1 pound.

Drawing an item from the bag is a minor action.