

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

pathfinderq1

13

Level

Oscarl Drakeclaw
Unaligned male Human Hybrid

Medium

39000

Age Height Weight Size Deity

Total XP 47000

Defenses

30	29	27	24
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP (Bloodied 49)	99	Temp HP
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Current Hit Points

Healing Surges

Surge Value	Surges/Day
25	10

Current Conditions:

Combat Statistics and Senses

Initiative	10
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Conditional Modifiers:

Speed	5
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Passive Insight	20
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Passive Perception	27
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Special Senses: Low-light

Action Points

Action Points	Milestones	Action Points
<input type="checkbox"/>	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	1d8+11
Strength vs. AC	Damage

Ranged

Vanguard Net +3

19	1d8+9
Dexterity vs. AC	Damage

Languages

Common, Draconic



Abilities

Ability	Score	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

Character Name



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

Oscar Drakeclaw

Level 13 Human Fighter/Ranger

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

20 Passive Insight

27 Passive Perception

Player Name: pathfinderq1

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.