

Player Name H4H

Shard  
Character Name  
Human  
Race  
Medium  
Size  
Age  
Gender  
Male

1  
Level  
Class  
Seeker

Paragon Path  
Unaligned

Epic Destiny

Total XP

0

Height  
Weight  
Alignment  
Deity

Adventuring Company

RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
0			

CONDITIONAL MODIFIERS

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
13	STR Strength	1	1
13	CON Constitution	1	1
10	DEX Dexterity	0	0
8	INT Intelligence	-1	-1
20	WIS Wisdom	5	5
10	CHA Charisma	0	0

### HIT POINTS

MAX HP		HEALING SURGES		
25	BLOODED	SURGE VALUE	SURGES/DAY	
	12	6	8	
1/2 HP		1/4 HP		
CURRENT HIT POINTS		CURRENT SURGE USES		
SECOND WIND 1/ENCOUNTER		USED <input type="checkbox"/>		
TEMPORARY HIT POINTS				
DEATH SAVING THROW FAILURES			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
SAVING THROW MODS				
RESISTANCES				
CURRENT CONDITIONS AND EFFECTS				

### SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
5	Acrobatics	DEX	0	5	
-1	Arcana	INT	-1	0	n/a
6	Athletics	STR	1	5	
0	Bluff	CHA	0	0	n/a
0	Diplomacy	CHA	0	0	n/a
5	Dungeoneering	WIS	5	0	n/a
1	Endurance	CON	1	0	
10	Heal	WIS	5	5	n/a
-1	History	INT	-1	0	n/a
10	Insight	WIS	5	5	n/a
0	Intimidate	CHA	0	0	n/a
10	Nature	WIS	5	5	n/a
10	Perception	WIS	5	5	n/a
-1	Religion	INT	-1	0	n/a
0	Stealth	DEX	0	0	
0	Streetwise	CHA	0	0	n/a
0	Thievery	DEX	0	0	

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
12	AC	10	2					

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
12	FORT	10	1				1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
12	REF	10		1			1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	WILL	10	5	1			1	

CONDITIONAL BONUSES

### ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### RACE FEATURES

**Bonus Feat** - Choose an extra feat at 1st level.**Bonus Skill** - Trained in one additional class skill.**Bonus At-Will Power** - Know one extra 1st-level attack power from your class.**Human Defense Bonuses** - +1 to Fortitude, Reflex, and Will.

### CLASS / PATH / DESTINY FEATURES

**Inevitable Shot** - Make an attack when you miss 1/enc.**Seeker's Bond** - Choose a Bond to gain bonuses for certain powers.**Bloodbond** - Shift as a minor action and gain the Encaging Spirits power.

### LANGUAGES KNOWN

Common, Draconic

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
20	Passive Insight	10 +	10

20	Passive Perception	10	+	10
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SPECIAL SENSES

### ATTACK WORKSPACE

ABILITY: Ranged Basic Attack - Sling

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 2	0	0		2			

ABILITY: Melee Basic Attack - Quarterstaff

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 3	0	1		2			

### DAMAGE WORKSPACE

ABILITY: Ranged Basic Attack - Sling

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6	0				

ABILITY: Melee Basic Attack - Quarterstaff

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+1	1				

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
2	vs AC	Sling	1d6
3	vs AC	Quarterstaff	1d8+1
1	vs AC	Unarmed (Melee)	1d4+1
0	vs AC	Unarmed (Range)	1d4

### FEATS

**Berserker's Fury** - Barbarian: skill training, bonus damage

1/day

**Improvised Missile** - +2 to attack and damage with thrown improvised melee



CHARACTER NAME

Shard

PLAYER NAME

H4H

RACE

Human

CLASS

Seeker

LEVEL

1

HP

25

STR

13

AC

12

Spd

6

CON

13

Fort

12

Init

+0

DEX

10

Ref

12

WIS

20

Will

17

CHA

10

Passive Insight

20

Passive Perception

20

PLAY DATA

DUNGEONS & DRAGONS

Elemental Spirits

KEYWORDS

Primal, Varies, Weapon

USED

Standard

+

\*

→

Ranged weapon

ACTION

←

✱

RANGE

7

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Special:

Choose cold, fire, lightning, or thunder whenever you use this power. Your choice determines the power's damage type.

Attack:

Wisdom vs. AC

Hit:

1[W] + Wisdom modifier (+5) damage of the chosen type. Until the end of your next turn, any creature that starts its turn adjacent to the target takes damage of the chosen type equal to your Dexterity modifier (+0).

Level 21:

2[W] + Wisdom modifier (+5) damage of the chosen type.

Sling:

+7 attack, 1d6+5 damage

ADDITIONAL EFFECTS

CLASS

Seeker

LEVEL

1

BOOK

PH3

AT-WILL POWER

DUNGEONS & DRAGONS

Inevitable Shot

KEYWORDS

Primal

USED

Free

+

→

Personal

ACTION

←

✱

RANGE

vs

ATTACK

DEFENSE

TARGET

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

CLASS

Seeker

LEVEL

BOOK

PH3

ENCOUNTER POWER

DUNGEONS & DRAGONS

ACTION POINT

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

Stinging Swarm

KEYWORDS

Primal, Weapon

USED

Standard

+

\*

→

Ranged weapon

ACTION

←

✱

RANGE

7

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack:

Wisdom vs. AC

Hit:

1[W] + Wisdom 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.

Level 21:

2[W] + Wisdom modifier (+5) damage.

Special:

You can use this power as a ranged basic attack.

Sling:

+7 attack, 1d6+5 damage

ADDITIONAL EFFECTS

CLASS

Seeker

LEVEL

1

BOOK

PH3

AT-WILL POWER

DUNGEONS & DRAGONS

Encaging Spirits

KEYWORDS

Primal

USED

Minor

+

→

Close burst 1

ACTION

1

←

✱

RANGE

vs

ATTACK

DEFENSE

TARGET

Level 11:

Close burst 2

Level 21:

Close burst 3

Effect:

You push each target 1 square, and each target is slowed until the end of your next turn.

ADDITIONAL EFFECTS

CLASS

Seeker

LEVEL

BOOK

PH3

ENCOUNTER POWER

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

Standard

+

→

Personal

ACTION

←

✱

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect:

You spend a healing surge and regain 6 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS

Thorn Cloud Shot

KEYWORDS

Poison, Primal, Weapon, Zone

USED

Standard

+

\*

→

Ranged weapon

ACTION

←

✱

RANGE

7

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack:

Wisdom vs. AC

Hit:

1[W] + Wisdom modifier (+5) damage. The attack creates a zone in a burst 1 centered on the target. The zone lasts until the start of your next turn. Any creature that ends its turn within the zone takes poison damage equal to your Wisdom modifier (+5).

Level 21:

2[W] + Wisdom modifier (+5) damage.

Sling:

+7 attack, 1d6+5 damage

ADDITIONAL EFFECTS

CLASS

Seeker

LEVEL

1

BOOK

PH3

AT-WILL POWER

DUNGEONS & DRAGONS

Spider Spirits

KEYWORDS

Poison, Primal, Weapon

USED

Standard

+

\*

→

Ranged weapon

ACTION

←

✱

RANGE

7

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack:

Wisdom vs. AC

Hit:

1[W] + 1d8 + Wisdom modifier (+5) poison damage, and the target is slowed and takes a –2 penalty to all defenses until the end of your next turn.

Sling:

+7 attack, 1d6+1d8+5 damage

ADDITIONAL EFFECTS

CLASS

Seeker

LEVEL

1

BOOK

PH3

ENCOUNTER POWER

DUNGEONS & DRAGONS

Storm of Spirit Shards

KEYWORDS

Primal, Weapon

USED

Standard

Area burst 1 within weapon range

ACTION

1

RANGE

7

vs

AC

Each enemy in burst

ATTACK

DEFENSE

TARGET

**Attack:** Wisdom vs. AC  
**Hit:** 1[W] + 2d6 + Wisdom modifier (+5) damage.  
**Miss:** Half damage.

Sling: +7 attack, 1d6+2d6+5 damage

ADDITIONAL EFFECTS

CLASS

Seeker

LEVEL

1

BOOK

PH3

DAILY POWER

DUNGEONS & DRAGONS®

Tanglefoot Bag (level 2)

AC BONUS

CHECK

SPEED

2

QUANTITY

ENHANCEMENT

LEVEL

2

Alchemical

TYPE

PROPERTIES

AT-WILL

ENCOUNTER

DAILY

POWER

**Power (Consumable):** Standard Action. Make an attack: Ranged 5/10; +5 vs. Reflex; on a hit, the target is immobilized until the end of your next turn, at which point the creature is then slowed until the end of its next turn.

ITEM SLOT

WEIGHT

0

PRICE

25

BOOK

AV

MAGIC ITEM

DUNGEONS & DRAGONS®

Small Improvised Weapon

AC BONUS

CHECK

SPEED

0

QUANTITY

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

AT-WILL

ENCOUNTER

DAILY

POWER

Improvised weapons include anything you happen to pick up, from a rock to a chair.

ITEM SLOT

WEIGHT

0

PRICE

BOOK

MAGIC ITEM

DUNGEONS & DRAGONS®