

Player Name H4H

 Shard
 Character Name
 Human
 Race
 Medium
 Size
 Male
 Gender
 1
 Level
 Class
 Paragon Path
 Unaligned
 Alignment
 Epic Destiny
 Total XP
 0

| INITIATIVE | | | |
|-----------------------|-----|---------|------|
| SCORE | DEX | 1/2 LVL | MISC |
| 0 | | | |
| CONDITIONAL MODIFIERS | | | |

| DEFENSES | | | | | | | | |
|---------------------|---------|--------------|-------------|-------|------|-----|------|------|
| SCORE | DEFENSE | 10 + 1/2 LVL | ARMOR/ ABIL | CLASS | FEAT | ENH | MISC | MISC |
| 12 | AC | 10 | 2 | | | | | |
| CONDITIONAL BONUSES | | | | | | | | |

| MOVEMENT | | | | |
|------------------|-----------------|-------|------|------|
| SCORE | BASE | ARMOR | ITEM | MISC |
| 6 | Speed (Squares) | 6 | | |
| SPECIAL MOVEMENT | | | | |

| 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 |

| DEFENSES | | | | | | | | |
|---------------------|---------|--------------|------|-------|------|-----|------|------|
| SCORE | DEFENSE | 10 + 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC |
| 12 | FORT | 10 | 1 | | | | 1 | |
| CONDITIONAL BONUSES | | | | | | | | |

| SENSES | | | |
|----------------|--------------------|------|-------------|
| SCORE | PASSIVE SENSE | BASE | SKILL BONUS |
| 20 | Passive Insight | 10 | + |
| 20 | Passive Perception | 10 | + |
| SPECIAL SENSES | | | |

| DEFENSES | | | | | | | | |
|---------------------|---------|--------------|------|-------|------|-----|------|------|
| SCORE | DEFENSE | 10 + 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC |
| 12 | REF | 10 | | 1 | | | 1 | |
| CONDITIONAL BONUSES | | | | | | | | |

| 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 | | | |

| HIT POINTS | | | |
|--------------------------------|----------|----------------------------|------------|
| MAX HP | BLOODIED | HEALING SURGES SURGE VALUE | SURGES/DAY |
| 25 | 12 | 6 | 8 |
| CURRENT HIT POINTS | | CURRENT SURGE USES | |
| SECOND WIND 1/ENCOUNTER | | USED | |
| TEMPORARY HIT POINTS | | | |
| DEATH SAVING THROW FAILURES | | | |
| SAVING THROW MODS | | | |
| RESISTANCES | | | |
| CURRENT CONDITIONS AND EFFECTS | | | |

| ACTION POINTS | | |
|---|------------|---------------|
| ACTION POINTS | MILESTONES | ACTION POINTS |
| | 0 | 1 |
| | 1 | 2 |
| | 2 | 3 |
| ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS | | |

| 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 | | | | |

| 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. |

| 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 |

| 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 | |

| 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. |

| FEATS | |
|---------------------------|--|
| Berserker's Fury | - Barbarian: skill training, bonus damage 1/day |
| Improvised Missile | - +2 to attack and damage with thrown improvised melee |

| LANGUAGES KNOWN | |
|------------------|--|
| Common, Draconic | |

CHARACTER NAME
Shard

PLAYER NAME
H4H

RACE Human CLASS Seeker LEVEL 1

| | | |
|-------------------|---------------|-------------------|
| HP 25 | 13 STR | AC 12 |
| Spd 6 | 13 CON | Fort 12 |
| Init +0 | 10 DEX | Ref 12 |
| | 8 INT | Will 17 |
| | 20 WIS | |
| | 10 CHA | |

20 Passive Insight **20** Passive Perception

PLAY DATA DUNGEONS & DRAGONS



ENCOUNTER SPECIAL 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

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

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

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

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

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

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 | QUANTITY |
| | | 2 | 2 |
| ENHANCEMENT | | LEVEL | TYPE |
| | | 2 | Alchemical |
| PROPERTIES | | | |
| <input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> 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 | PRICE | BOOK |
| | 0 | 25 | AV |
| MAGIC ITEM | | DUNGEONS & DRAGONS® | |

Small Improvised Weapon

| | | | |
|--|--------|---------------------|----------|
| AC BONUS | CHECK | SPEED | QUANTITY |
| | | | 0 |
| ENHANCEMENT | | LEVEL | TYPE |
| | | | |
| PROPERTIES | | | |
| <input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY | | | |
| POWER Improvised weapons include anything you happen to pick up, from a rock to a chair. | | | |
| ITEM SLOT | WEIGHT | PRICE | BOOK |
| | 0 | | |
| MAGIC ITEM | | DUNGEONS & DRAGONS® | |