

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

Emily Soule

8

Level

Kallista
Unaligned female Tiefling Seeker

29 6'0" 190 lbs. Medium
Age Height Weight Size

Deity

14398

Total XP

16500

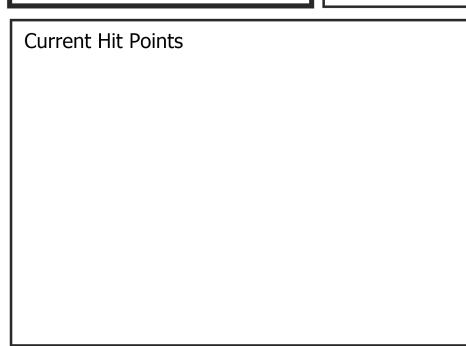
Defenses

Conditional Bonuses

Hit Points

Max HP (Bloodied 29)	59	Temp HP
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Current Hit Points

**Healing Surges**

Surge Value	Surges/Day	
14	8	

Current Conditions:

Combat Statistics and Senses

Initiative	8
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Conditional Modifiers:

Speed	6
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Passive Insight	19
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Passive Perception	21
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Special Senses: Low-light

Action Points

Action Points	Milestones	Action Points
<input type="text"/>	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

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

Resistances/Vulnerabilities

Resist 9 Fire, Resist 5 Swarms' Attacks

Current Conditions and Effects**Basic Attacks****Melee**

Morningstar

9	1d10+2
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Strength vs. AC

Damage

Ranged

Rebounding Longbow +2

13	1d10+9
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Dexterity vs. AC

Damage

Languages

Common, Primordial

**Abilities**

STR Strength	14	Check
CON Constitution	12	5
DEX Dexterity	18	8
INT Intelligence	12	5
WIS Wisdom	20	9
CHA Charisma	12	5

Skills

Acrobatics	Dexterity	✓	13
Arcana	Intelligence		5
Athletics	Strength		6
Bluff	Charisma		7
Diplomacy	Charisma		5
Dungeoneering	Wisdom		9
Endurance	Constitution		5
Heal	Wisdom		9
History	Intelligence		5
Insight	Wisdom		9
Intimidate	Charisma	✓	10
Nature	Wisdom	✓	14
Perception	Wisdom		11
Religion	Intelligence		5
Stealth	Dexterity	✓	16
Streetwise	Charisma		5
Thievery	Dexterity		8

Emily Soule

Player Name

Kallista
Character Name



Character Details

Background

Silent Hunter

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Dusk Wardens

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Headband of Perception (heroic...)

Neck

Amulet of Physical Resolve +1

Arms

Bracers of Archery (heroic tier)

Hands

Rings

Rings

Main Hand

Rebounding Longbow +2

Off Hand

Waist

Armor

Rat Killer's Coat Leather Armor...

Feet

Tattoo

Ki Focus

Other Equipment

Leather Armor
Longbow
Morningstar
Adventurer's Kit
Arrows (150)
Lantern
Oil (1 pint) (10)
Climber's Kit
Bracers of Archery (heroic tier) (2)
Flagon of Ale Procurement (2)
Crossbow
Crossbow Bolts (20)
Battleaxe

Total Weight (lbs.)

131

Carrying Capacity (lbs.)

Treasure

219 gp
0 gp banked

Normal

140

Heavy

280

Max

700

Emily Soule

Player Name

Kallista

Character Name



Racial Features

Bloodhunt

+1 on attacks against bloodied foes.

Fire Resistance

Resist fire 5 + 1/2 level.

Infernal Wrath

You have the infernal wrath power

Class/Other Features

Bloodbond

Shift as a minor action and gain the Encaging Spirits power.

Inevitable Shot

Make an attack when you miss 1/enc.

Seeker's Bond

Choose a Bond to gain bonuses for certain powers.

Feats

Weapon Expertise (Bow)

Gain bonus to attack rolls with bows.

Diabolic Soul

After taking a critical hit, gain +2 feat bonus to hit that enemy until end of encounter

Master at Arms

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

Distant Advantage

Gain combat advantage with ranged and area attacks against flanked enemies

Weapon Focus (Bow)

Gain +1 damage per tier with Bows.

Kallista

Level 8 Tiefling Seeker

HP	Score	Ability Mod	AC
59	14	STR 2	21
Spd	CON	1	Fort
6	18	DEX 4	17
Init	INT	1	Ref
+8	20	WIS 5	20
	CHA	1	Will
			21
19 Passive Insight			
21 Passive Perception			

Player Name: Emily Soule

Melee Basic Attack

At-Will ♦ Standard Action



Morningstar: +9 vs. AC, 1d10+2 damage

Battleaxe: +7 vs. AC, 1d10+2 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 (+2) damage.

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

Additional Effects

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

Basic Attack

Guardian Harrier

At-Will ♦ Standard Action



Rebounding Longbow +2: +14 vs. AC, 1d10+10 damage

Crossbow: +12 vs. AC, 1d8+7 damage

Melee or Ranged weapon **Target:** One creature

A raptor spirit claws at your foe's face until the foe retreats.

Keywords: Primal, Weapon

Requirement: You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.

Attack: Wisdom vs. AC

Hit: 1[W] + Wis modifier (+5) damage. If the target doesn't end its next turn at least 2 squares away from its starting position, it takes damage equal to your Str modifier (+2).

Special: You can use this power as a ranged basic attack.

Additional Effects

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

Skills

Acrobatics	Dexterity	•	13
Arcana	Intelligence	5	
Athletics	Strength	6	
Bluff	Charisma	7	
Diplomacy	Charisma	5	
Dungeoneering	Wisdom	9	
Endurance	Constitution	5	
Heal	Wisdom	9	
History	Intelligence	5	
Insight	Wisdom	9	
Intimidate	Charisma	•	10
Nature	Wisdom	•	14
Perception	Wisdom	11	
Religion	Intelligence	5	
Stealth	Dexterity	•	16
Streetwise	Charisma	5	
Thievery	Dexterity	8	

• indicates a trained skill.

Action Point

Base action points: 1



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

Biting Swarm

At-Will ♦ Standard Action



Rebounding Longbow +2: +14 vs. AC, 1d10+10 damage

Crossbow: +12 vs. AC, 1d8+7 damage

Ranged weapon **Target:** One creature

Stinging spirit insects swarm around your enemy.

Keywords: Primal, Weapon

Attack: Wisdom vs. AC

Hit: 1[W] + Wis 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.

Special: You can use this power as a ranged basic attack.

Additional Effects

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

Seeker Attack 1

Burrowing Shot

Encounter ♦ Standard Action



Rebounding Longbow +2: +14 vs. AC, 1d10+1d8+10 damage

Crossbow: +12 vs. AC, 1d8+1d8+7 damage

Ranged weapon **Target:** One creature

Beetles burrow into your enemy's flesh, erupting to attack nearby foes when your target makes an aggressive action.

Keywords: Primal, Weapon

Attack: Wisdom vs. AC

Hit: 1[W] + 1d8 + Wis modifier (+5) damage. The first time the target makes an attack before the end of your next turn, each enemy adjacent to the target takes 5 damage.

Additional Effects

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

<h3>Feyjump Shot</h3> <p>Encounter ♦ Standard Action</p> <p>Rebounding Longbow +2: +14 vs. AC, 1d10+10 damage Crossbow: +12 vs. AC, 1d8+7 damage</p> <p>Ranged weapon Target: One or two creatures</p> <p>Your missiles shine with emerald light and carry with them the Feywild's power to relocate your foe.</p> <p>Keywords: Primal, Teleportation, Weapon</p> <p>Attack: Wisdom vs. AC</p> <p>Hit: 1[W] + Wis modifier (+5) damage, and you teleport the target 3 squares.</p> <p>Effect: If you hit both targets, you can swap their positions when you teleport them, rather than teleporting each one 3 squares. If you do so, both targets are dazed until the end of your next turn.</p> <p>Additional Effects +1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.</p>	<h3>Storm of Spirit Shards</h3> <p>Daily ♦ Standard Action</p> <p>Rebounding Longbow +2: +14 vs. AC, 1d10+2d6+10 damage Crossbow: +12 vs. AC, 1d8+2d6+7 damage</p> <p>Area burst 1 within weapon range Target: Each enemy in the burst</p> <p>Your projectile becomes a burst of spirit shards, which rain down on your foes.</p> <p>Keywords: Primal, Weapon</p> <p>Attack: Wisdom vs. AC</p> <p>Hit: 1[W] + 2d6 + Wis modifier (+5) damage.</p> <p>Miss: Half damage.</p> <p>Additional Effects +1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.</p>	<h3>Corralling Shot</h3> <p>Daily ♦ Standard Action</p> <p>Rebounding Longbow +2: +14 vs. AC, 2d10+10 damage Crossbow: +12 vs. AC, 2d8+7 damage</p> <p>Ranged weapon</p> <p>Your projectile divides midflight into three barbs, which thrust two foes toward a third.</p> <p>Keywords: Primal, Reliable, Weapon</p> <p>Primary Target: One creature</p> <p>Primary Attack: Wisdom vs. AC</p> <p>Hit: 2[W] + Wis modifier (+5) damage.</p> <p>Effect: Make a secondary attack.</p> <p>Secondary Target: One or two creatures that are within 5 squares of the primary target</p> <p>Secondary Attack: Wisdom vs. AC</p> <p>Hit: 1[W] damage, and you slide the secondary target 5 squares to a square adjacent to the primary target.</p> <p>Additional Effects +1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.</p>
<p>Seeker Attack 7 Used <input type="checkbox"/></p> <h3>Encaging Spirits</h3> <p>Encounter ♦ Minor Action</p> <p>Close burst 1 Target: Each enemy in the burst</p> <p>You call on protecting spirits to harry your foes.</p> <p>Keyword: Primal</p> <p>Level 11: Close burst 2</p> <p>Level 21: Close burst 3</p> <p>Effect: You push each target 1 square, and each target is slowed until the end of your next turn.</p> <p>Additional Effects</p>	<p>Seeker Attack 1 Used <input type="checkbox"/></p> <h3>Inevitable Shot</h3> <p>Encounter ♦ Free Action</p> <p>Personal</p> <p>Even as your target ducks under your shot, the projectile moves on its own to find another enemy.</p> <p>Keyword: Primal</p> <p>Trigger: You miss a creature with a ranged attack</p> <p>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.</p> <p>Special: You regain the use of this power when you spend an action point.</p> <p>Additional Effects</p>	<p>Seeker Attack 5 Used <input type="checkbox"/></p> <h3>Stone Spirit Ward</h3> <p>Encounter ♦ Minor Action</p> <p>Personal</p> <p>You become as resilient as stone, causing attacks to bounce off you with little effect.</p> <p>Keyword: Primal</p> <p>Effect: Until the end of your next turn, you gain resistance to all damage equal to your Str modifier (+2).</p> <p>Additional Effects</p>
<p>Seeker Feature Used <input type="checkbox"/></p> <h3>Swirling Arrows</h3> <p>Encounter ♦ Free Action</p> <p>Personal</p> <p>Although the shot goes wide, the spirit lurking in the arrow refuses to surrender and flies off again to find a target.</p> <p>Keyword: Primal</p> <p>Requirement: You must be wielding a bow.</p> <p>Trigger: You miss with the ranged basic attack granted by inevitable shot.</p> <p>Effect: You regain inevitable shot and you use it immediately.</p> <p>Additional Effects</p>	<p>Seeker Feature Used <input type="checkbox"/></p> <h3>Black Wrath of Hell</h3> <p>Daily ♦ Free Action</p> <p>Personal</p> <p>You burn through the very essence of your own soul to lend terrifying power to your attack.</p> <p>Trigger: You hit an enemy with an attack.</p> <p>Effect: The attack deals 1d10 extra damage and the target takes a penalty to attack rolls against you equal to the higher of your Intelligence or Cha modifier (+1) (save ends). The bonus damage increases to 2d10 at 11th level and 3d10 at 21st level.</p> <p>Additional Effects</p>	<p>Seeker Utility 2 Used <input type="checkbox"/></p> <h3>Diabolic Transformation</h3> <p>Daily ♦ Minor Action</p> <p>Personal</p> <p>You roar with fury as the hellish blood that flows through your veins reveals its true power. In the blink of an eye, you transform into a brutish fiend.</p> <p>Keyword: Polymorph</p> <p>Effect: You transform into a diabolic brute until the end of the encounter. While you are in this form, you gain regeneration 2, you increase fire resistance by 5, you gain a +2 bonus to damage rolls, and the bonus to attack rolls granted by your Bloodhunt racial trait increases to +2. 11th level: Regeneration 4. 21st level: Regeneration 6.</p> <p>Special: Once during this encounter while you are in this form, you can use the black wrath of hell power.</p> <p>Additional Effects</p>

Rebounding Longbow +2

Weapon ♦ Level 7

Damage: 1d10**Proficiency Bonus:** 2**Range:** 20/40**Properties:** Load Free**Enhancement:** +2 attack rolls and damage rolls**Critical:** +1d6 damage per plus**Power ♦ Encounter (Free Action)***Trigger:* You attack an enemy with this weapon and miss.*Effect:* You make a ranged basic attack against a different enemy within 5 squares of that enemy.**Bracers of Archery (heroic...)**

Arms Slot Item ♦ Level 6

Properties

Gain a +2 item bonus to damage rolls when attacking with a bow or crossbow.

Power ♦ Daily (Minor Action)

Ignore cover on your next attack this turn when using a bow or crossbow.

Headband of Perception...

Head Slot Item ♦ Level 1

Properties

You gain a +1 item bonus to Perception checks.

Amulet of Physical Resolve +1

Neck Slot Item ♦ Level 2

Enhancement: +1 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.

Rat Killer's Coat Leather...

Armor ♦ Level 2

Armor Bonus: 2**Enhancement:** +1 AC**Properties**

You gain resist 5 against damage from swarms' attacks. In addition, you can move through a space occupied by a swarm, and your movement doesn't provoke opportunity attacks from swarms.

Flagon of Ale Procurement

Wondrous Item ♦ Level 5

Properties

You know the distance to the nearest alcoholic beverage.

Power ♦ Daily (Minor Action)

For five minutes, you know the direction and distance to the nearest source of water within 30 squares of you or the nearest alcoholic beverage within 60 squares of you. If you are a dwarf, you can instead learn the direction and distance to ingredients for alcoholic beverages within 60 squares of you.