

Player Name Emily Soule

Kallista 2 Seeker 1,144
Character Name Level Class Paragon Path Epic Destiny Total XP
Tiefling Medium 29 Female 6'0" 190 lbs. Unaligned Dusk Wardens
Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	3	1	

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
14	STR Strength	2	3
12	CON Constitution	1	2
16	DEX Dexterity	3	4
12	INT Intelligence	1	2
18	WIS Wisdom	4	5
12	CHA Charisma	1	2

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	SURGE VALUE	SURGES/DAY
29	14	7	7	8
CURRENT HIT POINTS		CURRENT SURGE USES		
SECOND WIND 1/ENCOUNTER		USED		
TEMPORARY HIT POINTS				
DEATH SAVING THROW FAILURES				
SAVING THROW MODS				
RESISTANCES Resist 6 Fire				
CURRENT CONDITIONS AND EFFECTS				

SKILLS

BONUS	SKILL NAME		ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
9	Acrobatics	DEX	4	5	n/a	0
2	Arcana	INT	2	0	n/a	0
3	Athletics	STR	3	0	n/a	0
4	Bluff	CHA	2	0	n/a	2
2	Diplomacy	CHA	2	0	n/a	0
5	Dungeoneering	WIS	5	0	n/a	0
2	Endurance	CON	2	0	n/a	0
5	Heal	WIS	5	0	n/a	0
2	History	INT	2	0	n/a	0
5	Insight	WIS	5	0	n/a	0
7	Intimidate	CHA	2	5	n/a	0
10	Nature	WIS	5	5	n/a	0
6	Perception	WIS	5	0	n/a	1
2	Religion	INT	2	0	n/a	0
12	Stealth	DEX	4	5	n/a	3
2	Streetwise	CHA	2	0	n/a	0
4	Thievery	DEX	4	0	n/a	0

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
16	AC	11	5					

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	FORT	11	2					

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	REF	11	3	1				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	WILL	11	4	1				

CONDITIONAL BONUSES

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Infernal Wrath - Use infernal wrath as an encounter power.

Fire Resistance - Resist fire 5 + 1/2 level.

Bloodhunt - +1 on attacks against bloodied foes.

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, Primordial

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
15	Passive Insight	10 +	5

16	Passive Perception	10 +	6
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SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Ranged Basic Attack - Longbow								
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	
+ 7	1	3		2	1			

ABILITY: Melee Basic Attack - Morningstar								
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	
+ 5	1	2		2				

DAMAGE WORKSPACE

ABILITY: Ranged Basic Attack - Longbow						
DAMAGE	ABIL	FEAT	ENH	MISC	MISC	
1d10+3	3					
ABILITY: Melee Basic Attack - Morningstar						
DAMAGE	ABIL	FEAT	ENH	MISC	MISC	
1d10+2	2					

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
7	vs AC	Longbow	1d10+3
5	vs AC	Morningstar	1d10+2
3	vs AC	Unarmed (Melee)	1d4+2
4	vs AC	Unarmed (Range)	1d4+3

FEATS

Weapon Expertise (Bow) - Gain bonus to attack rolls with bows.

Diabolic Soul

PLAY DATA **DUNGEONS & DRAGONS**

UTILITY POWER **DUNGEONS & DRAGONS**

ta

PLAY DATA 

AT-WILL POWER **DUNGEONS & DRAGONS**

Page 3ENCOUNTER SPECIAL 

AT-WILL POWER

Emily

Black Wrath of Hell

KEYWORDS

USED

Free

Personal

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

Trigger: You hit an enemy with an attack.

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 Charisma modifier (save ends). The bonus damage increases to 2d10 at 11th level and 3d10 at 21st level.

ADDITIONAL EFFECTS

CLASS

LEVEL

*

BOOK *Dragon 381*

ENCOUNTER POWER

DUNGEONS & DRAGONS

Storm of Spirit Shards

KEYWORDS

USED

Standard

Area burst 1 within weapon range

ACTION

1

RANGE

8

vs

AC

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. AC

Hit: 1[W] + 2d6 + Wisdom modifier (+4) damage.

Miss: Half damage.

Longbow: +8 attack, 1d10+2d6+4 damage

ADDITIONAL EFFECTS

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

CLASS

Seeker

LEVEL 1

BOOK *PH3*

DAILY POWER

DUNGEONS & DRAGONS

Diabolic Transformation

KEYWORDS

USED

Minor

Personal

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

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.

Special: Once during this encounter while you are in this form, you can use the black wrath of hell power.

ADDITIONAL EFFECTS

CLASS

LEVEL

*

BOOK *Dragon 381*

DAILY POWER

DUNGEONS & DRAGONS

Stone Spirit Ward

KEYWORDS

USED

Minor

Personal

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Effect: Until the end of your next turn, you gain resistance to all damage equal to your Strength modifier (+2).

ADDITIONAL EFFECTS

CLASS

Seeker

LEVEL 2

BOOK *PH3*

UTILITY POWER

DUNGEONS & DRAGONS