

Player Name Emily Soule

Kallista
Character Name
Tiefling
Race
Medium
Size
29
Age
Female
Gender
6'0"
Height
190 lbs.
Weight
Unaligned
Alignment
Deity

1
Level
Class

Paragon Path

Epic Destiny

788
Total XP

Dusk Wardens

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
3	3		

CONDITIONAL MODIFIERS

DEFENSES

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

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

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

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
14	Passive Insight	10 +	4

15	Passive Perception	10 +	5
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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
+ 6	0	3		2	1		

ABILITY: Melee Basic Attack - Morningstar

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 4	0	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
6	vs AC	Longbow	1d10+3
4	vs AC	Morningstar	1d10+2
2	vs AC	Unarmed (Melee)	1d4+2
3	vs AC	Unarmed (Range)	1d4+3

FEATS

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

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES SURGE VALUE	SURGES/DAY
24	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	Resist 5 Fire
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CURRENT CONDITIONS AND EFFECTS

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

SKILLS

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

PLAY DATA **DUNGEONS & DRAGONS**

UTILITY POWER 

ta

PLAY DATA 

AT-WILL POWER

Page 3ENCOUNTER SPECIAL 

AT-WILL POWER

Emily

Flickering Arrow

KEYWORDS

Primal, Weapon

USED

Standard

*

Ranged weapon

ACTION

RANGE

7

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. AC

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

Until the end of your next turn, the target can't benefit from cover, concealment, or total concealment, and enemies take a –2 penalty to attack rolls while within 2 squares of the target.

Bloodbond: Enemies take the penalty while within a number squares of the target equal to 2 + your Dexterity modifier (+3).

Longbow: +7 attack, 1d10+1d6+4 damage

ADDITIONAL EFFECTS

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

CLASS

Seeker

LEVEL

1

BOOK

PH3

ENCOUNTER POWER

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 (+4) damage.

Miss: Half damage.

Longbow: +7 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