

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

12

Level

Blair

Unaligned male Revenant Seeker

2

Age

6'

Height

185

Weight

Medium

Size

The Raven Queen

Deity

32000

Total XP

39000

Defenses

24	26	27	28
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP
(Bloodied 40) 80

Temp HP

Current Hit Points

Healing Surges

Surge Value	Surges/Day
20	8

Current Conditions:

Combat Statistics and Senses

Initiative 8

Conditional Modifiers:

Speed 6

Passive Insight 22

Passive Perception 24

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

Resistances/Vulnerabilities

Resist 6 Ongoing, Resist 10 Cold, Resist 10 Fire

Current Conditions and Effects

Basic Attacks

Melee

Death Javelin +3

17

Strength vs. AC

1d6+6

Damage

Ranged

Death Javelin +3

17

Dexterity vs. AC

1d6+6

Damage

Languages

Common, Elven



Abilities

		Check
STR	Strength	17 9
CON	Constitution	13 7
DEX	Dexterity	14 8
INT	Intelligence	12 7
WIS	Wisdom	20 11
CHA	Charisma	9 5

Skills

Acrobatics	Dexterity	9
Arcana	Intelligence	8
Athletics	Strength	✓ 14
Bluff	Charisma	6
Diplomacy	Charisma	6
Dungeoneering	Wisdom	12
Endurance	Constitution	✓ 16
Heal	Wisdom	12
History	Intelligence	8
Insight	Wisdom	12
Intimidate	Charisma	✓ 12
Nature	Wisdom	✓ 18
Perception	Wisdom	14
Religion	Intelligence	8
Stealth	Dexterity	9
Streetwise	Charisma	6
Thievery	Dexterity	9



Blair
Character Name

Player Name

Character Details

Background

Pivotal Event - You Die

Theme

Iron Wolf Warrior

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

DEATH REPRISAL: When an enemy's attack drops you to 0 or fewer hit points, you gain a +2 bonus to attack rolls against that enemy until the end of your next turn.

Other Notes

Equipment

Head

Exceptional Factotum Helm...

Arms

Razor Bracers (heroic tier)

Rings

Main Hand

Death Javelin +3

Feet

Boots of Spider Climbing

Neck

Amulet of Protection +3

Hands

Life-Draining Gauntlets (heroic...

Rings

Off Hand

Waist

Barbed Baldric (heroic tier)

Armor

Drowmesh of Resistance +3

Tattoo

Ki Focus

Other Equipment

Bag of Holding
Scroll of Remove Affliction
Adventurer's Kit
Backpack (empty)
Lantern
Oil (1 pint) (8)
Flute
Climber's Kit

Total Weight (lbs.)

71

Carrying Capacity (lbs.)

Treasure

80 gp
0 gp banked

Normal 170

Heavy 340

Max 850

Blair



Player Name

Character Name

Racial Features

Dark Reaping

Gain dark reaping as an encounter power.

Past life

Choose one other race; its feats, paragon paths, and epic destinies are available to you if all other prerequisites are met.

Undead

You are considered to be both a living creature, and an undead creature for effects that relate to that keyword.

Unnatural Vitality

At 0 or fewer hp (while dying), may choose to remain conscious and dazed until you fail a death saving throw

Class/Other Features

Inevitable Shot

Make an attack when you miss 1/enc.

Iron Wolf Warrior Starting Feature

Gain the iron wolf charge power

Seeker's Bond

Choose a Bond to gain bonuses for certain powers.

Spiritbond

Gain spirits' rebuke power; +1 with thrown weapons; use Strength to determine AC

Iron Wolf Warrior Level 5 Feature

Gain a +2 power bonus to Nature and Perception

Iron Wolf Warrior Level 10 Feature

Make a basic attack as a free action against enemy that drops you to 0 hp or lower

Ghostly Action

Death Reprisal

Fire

Gain resist Fire 10.

Feats

Dark Feasting

Deal damage with Dark Reaping: gain temporary hit points equal to the extra necrotic damage you deal with Dark Reaping

Human Soul

You gain a +1 bonus to Fortitude, Reflex, and Will defenses.

Death's Quickening

Use Unnatural Vitality to remain conscious after dropping to 0 or fewer hp: you may take an additional minor action

Master at Arms

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

Lightning Reflexes

+2 to Reflex defense, +3 at 11th, +4 at 21st

Superior Fortitude

Gain +2/3/4 (by tier) to Fortitude, and resist 3/6/9 to ongoing damage

Frozen Soul

Gain resist 5/10/15 (by tier) cold, and a +1/+2/+3 (by tier) bonus to Will

Punishing Rebuke

1[W] extra damage with spirit's rebuke

Blair

Level 12 Revenant Seeker

	SCORE	ABILITY	MOD	
HP	17	STR	3	AC
80				24
	13	CON	1	Fort
Spd	14	DEX	2	26
6				Ref
	12	INT	1	27
Init	20	WIS	5	Will
+8	9	CHA	-1	28

22 Passive Insight

24 Passive Perception

Skills

Acrobatics	Dexterity	9
Arcana	Intelligence	8
Athletics	Strength	• 14
Bluff	Charisma	6
Diplomacy	Charisma	6
Dungeoneering	Wisdom	12
Endurance	Constitution	• 16
Heal	Wisdom	12
History	Intelligence	8
Insight	Wisdom	12
Intimidate	Charisma	• 12
Nature	Wisdom	• 18
Perception	Wisdom	14
Religion	Intelligence	8
Stealth	Dexterity	9
Streetwise	Charisma	6
Thievery	Dexterity	9

• indicates a trained skill.

Action Point

Base action points: 1

Ghostly Action: When you spend an action point, you gain phasing and insubstantial until the end of your next turn.



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

Player Name:

Melee Basic Attack

At-Will ♦ Standard Action

Death Javelin +3: +17 vs. AC, 1d6+6 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 (+3) damage.

Level 21: 2[W] + Str modifier (+3) damage.

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Death Javelin +3: +17 vs. AC, 1d6+6 damage

Ranged weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+2) damage.

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

Additional Effects

Basic Attack

Elemental Spirits

At-Will ♦ Standard Action

Death Javelin +3: +19 vs. AC, 1d6+8 damage

Ranged weapon **Target:** One creature

Whether taking the form of blazing flame, crackling ice, sizzling lightning, or thunderous storm, elemental spirits shoot forth to do your enemy harm.

Keywords: Primal, Varies, Weapon

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] + Wis 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 Dex modifier (+2).

Additional Effects

Seeker Attack 1

Grappling Spirits

At-Will ♦ Standard Action

Death Javelin +3: +19 vs. AC, 1d6+8 damage

Ranged weapon **Target:** One creature

Spirits erupt from your weapon, seizing your enemy and impeding its movement.

Keywords: Primal, Weapon

Attack: Wisdom vs. AC

Hit: 1[W] + Wis modifier (+5) damage, and the target is slowed and can't shift until the end of its next turn.

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

Additional Effects

Seeker Attack 1

Iron Wolf Charge

Encounter ♦ No Action

Unarmed: +11 vs. Will

Close burst 2

You scream out an unnerving howl as you charge into battle. Faint-hearted foes shrink from your savage wrath.

Keywords: Fear, Martial, Primal

Trigger: You hit an enemy with a charge attack.

Effect: That enemy takes 1d6 extra damage from the triggering attack, and you make the following attack.

Level 11: 2d6 extra damage.

Target: Each enemy in the burst

Attack: Highest ability modifier vs. Will

Hit: You push the target up to 2 squares. The target takes a -2 penalty to attack rolls until the end of your next turn.

Additional Effects

Iron Wolf Warrior Attack

Used ☐

Possessing Spirits

Encounter ♦ Standard Action

Death Javelin +3: +19 vs. Will, 1d6+8 damage

Ranged weapon **Target:** One creature

From your foe's wound, a possessing spirit takes hold, making the foe attack its companion.

Keywords: Charm, Primal, Weapon

Attack: Wisdom vs. Will

Hit: 1[W] + Wis modifier (+5) damage, and the target makes a melee basic attack as a free action against an enemy adjacent to it. If that attack hits, the target and that enemy are also dazed until the end of your next turn.

Additional Effects

Seeker Attack 1

Used ☐

Spectral Scorpion Sting

Encounter ♦ Standard Action

Death Javelin +3: +19 vs. AC, 2d6+8 damage

Melee or Ranged weapon

Target: One creature

Your attack calls forth a spirit scorpion to sting your enemies.

Keywords: Conjuraton, Poison, 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: 2[W] + Wis modifier (+5) poison damage. You conjure a spirit scorpion in an unoccupied square adjacent to the target. The scorpion lasts until the end of your next turn. Any enemy that starts its turn adjacent to the scorpion takes 5 poison damage if it ends its turn not adjacent to the scorpion.

Additional Effects

Seeker Attack 3Used

Feyjump Shot

Encounter ♦ Standard Action

Death Javelin +3: +19 vs. AC, 1d6+8 damage

Ranged weapon

Target: One or two creatures

Your missiles shine with emerald light and carry with them the Feywild's power to relocate your foe.

Keywords: Primal, Teleportation, Weapon

Attack: Wisdom vs. AC

Hit: 1[W] + Wis modifier (+5) damage, and you teleport the target 3 squares.

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.

Additional Effects

Seeker Attack 7Used

Deathly Retort

Encounter ♦ Immediate Reaction

Unarmed: +15 vs. Fortitude, The damage you took damage

Close burst 20

Target: The triggering creature

Your soul lashes out with necrotic energy at one who would harm you.

Keyword: Necrotic

Trigger: A creature within 20 squares of you hits you with an attack.

Attack: Your highest ability modifier + 4 vs. Fortitude

Hit: The target takes necrotic damage equal to the damage you took from the attack.

Additional Effects

Avenging Haunt Attack 11Used

Swarming Bats

Daily ♦ Standard Action

Death Javelin +3: +19 vs. Reflex, 1d6+8 damage

Area burst 2 within 10 squares

Target: Each enemy in the burst

Your attack brings with it a flutter of bat spirits that confuse your enemies.

Keywords: Primal, Weapon, Zone

Attack: Wisdom vs. Reflex

Hit: 1[W] + Wis modifier (+5) damage.

Effect: You slide each target 1 square. The burst creates a zone of difficult terrain that lasts until the end of your next turn. The zone is also difficult terrain for flying creatures. While within the zone, enemies grant combat advantage. As a move action, you can move the zone 4 squares.

Sustain Minor: The zone persists.

Additional Effects

Seeker Attack 1Used

Call of the Ghost Wolf

Daily ♦ Standard Action

Death Javelin +3: +19 vs. AC, 1d6+1d6+8 damage

Melee or Ranged weapon

Target: One creature

Your attack calls forth a wolf spirit to keep your foes at bay.

Keywords: Conjuraton, 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] + 1d6 + Wis modifier (+5) damage.

Effect: You conjure a ghost wolf in an unoccupied square adjacent to the target. The wolf occupies its square and lasts until the end of your next turn. Your allies can flank enemies with the wolf and deal 2d6 extra damage when they hit enemies flanked by it.

Sustain Minor: The wolf persists, and each enemy adjacent to it takes a -2 penalty to attack rolls until the end of your next turn.

Additional Effects

Seeker Attack 5Used

Nature's Vengeance

Daily ♦ Standard Action

Death Javelin +3: +19 vs. AC, 1d6+1d6+8 damage

Melee or Ranged weapon

Target: One creature

When you attack, nature responds with vines that ensnare your enemies.

Keywords: Primal, Weapon, Zone

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] + 1d6 + Wis modifier (+5) damage. You slide the target 1 square, and it is immobilized (save ends).

Miss: Half damage.

Effect: The attack creates a zone in a burst 1 centered on the target. The zone lasts until the end of your next turn. Whenever an enemy within the zone deals damage with an attack, that enemy is immobilized (save ends). If that enemy is already immobilized, it takes 5 damage, and it is restrained instead of immobilized (save ends).

Sustain Minor: The zone persists.

Additional Effects

Seeker Attack 9Used

Dark Reaping

Encounter ♦ Free Action

You use one death as the seed to sow more destruction.

Keyword: Necrotic

Trigger: A creature within 5 squares of you is reduced to 0 hit points

Effect: One creature of your choice that you hit with an attack before the end of your next turn takes extra necrotic damage equal to 1d8 + your Con modifier (+1) or Cha modifier (-1).

Dark Feasting: When you deal damage with your dark reaping, you gain temporary hit points equal to the extra necrotic damage dealt to the target.

Additional Effects

Revenant UtilityUsed

Inevitable Shot

Encounter ♦ Free Action

Personal

Even as your target ducks under your shot, the projectile moves on its own to find another enemy.

Keyword: Primal

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

Seeker FeatureUsed

Spirits' Rebuke

Encounter ♦ Immediate Reaction

Melee weapon

Target: The triggering enemy

You dodge your enemy's attack, and spirits coalesce around you to punish your attacker.

Keywords: Primal, Weapon

Requirement: You must be wielding a light thrown or a heavy thrown weapon.

Trigger: An enemy misses you with a melee attack

Effect: The target takes 1[W] + your Str modifier (+3) damage, and you push it 1 square.

Additional Effects

Seeker FeatureUsed

Earthbond Gift

Encounter ♦ Minor Action

Personal

When at your weakest, you draw renewing strength from the land.

Keyword: Primal

Requirement: You must be bloodied or weakened.

Effect: You gain temporary hit points equal to twice your Wis modifier (+5). If you are weakened, you can also make a saving throw against as single effect on you that is weakening you.

Additional Effects

Seeker Utility 6

Used ☐

Feywild Jaunt

Encounter ♦ Move Action

Personal

You vanish into the Feywild. A moment later, you reappear some distance away from where you disappeared.

Keyword: Primal

Effect: You are removed from play. At the start of your next turn, you reappear in an unoccupied space of your choice. That space must be within a number of squares of the space you left equal to your speed.

Additional Effects

Seeker Utility 10

Used ☐

Hunter's Instinct

Daily ♦ Minor Action

Personal

In the middle of battle, you know where to strike and make it hurt the most.

Keywords: Primal, Stance

Effect: Until the stance ends, when you make a ranged weapon attack against any creature within 2 squares of you, you can score a critical hit on a roll of 19–20.

Additional Effects

Seeker Utility 2

Used ☐

Haunting Form

Daily ♦ Minor Action

Personal

You adopt a ghostly form to achieve your vengeful aims.

Effect: You gain insubstantial, phasing, and fly 6 (hover, maximum altitude 2 squares) until the end of your next turn.

Sustain Standard: If you don't sustain this power, you can land as a free action.

Additional Effects

Avenging Haunt Utility 12

Used ☐

Death Javelin +3

Weapon ♦ Level 13

Damage: 1d6

Proficiency Bonus: 2

Range: 10/20

Properties: Heavy Thrown

Enhancement: +3 attack rolls and damage rolls

Critical: +1d6 necrotic damage per plus

Power ♦ (Free Action)

All damage dealt by this weapon is necrotic damage. Another free action returns the weapon's damage to normal.

Power ♦ Daily (Immediate Reaction Action)

This power triggers when you hit with this weapon. In addition to the weapon's damage, the target is weakened (save ends).

Exceptional Factotum Helm...

Head Slot Item ♦ Level 4

Properties

You gain a +1 item bonus to untrained skill checks.

Utility Power ♦ Daily (Minor Action)

Effect: You gain training in one skill until the end of your next turn, or for 1 minute when not in an encounter.

Amulet of Protection +3

Neck Slot Item ♦ Level 11

Enhancement: +3 Fortitude, Reflex, and Will

Drowmesh of Resistance +3

Armor ♦ Level 12

RESIST 10 FIRE

Armor Bonus: 2

Special: +1 Reflex

Enhancement: +3 AC

Properties

Resist 10 to a damage type chosen from the following list at the time the armor is created: acid, cold, fire, force, lightning, necrotic, poison, psychic, thunder.

Bag of Holding

Wondrous Item ♦ Level 5

Properties

This bag can hold up to 200 pounds in weight or 20 cubic feet in volume, but it always weighs only 1 pound.

Drawing an item from the bag is a minor action.

Life-Draining Gauntlets...

Hands Slot Item ♦ Level 6

Properties

You gain a +2 item bonus to necrotic damage rolls.

Utility Power ♦ Daily (No Action)

Trigger: You hit a creature with an attack and deal necrotic damage to it.

Effect: You gain temporary hit points equal to 4 + the gauntlets' level.

Barbed Baldric (heroic tier)

Waist Slot Item ♦ Level 5

Properties

Enemies that are grabbing you take 1d8 damage at the start of your turn.

Razor Bracers (heroic tier)

Arms Slot Item ♦ Level 7

Properties

Gain a +2 item bonus to checks to escape a grab. When a creature successfully grabs you, it takes 1d10 damage.

Boots of Spider Climbing

Feet Slot Item ♦ Level 5

Properties

When you make an Athletics check to climb, you can climb at your normal speed instead of one-half speed.

Power ♦ Daily (Move Action)

On this move action, you move with a climb speed equal to your speed.