Rock Seeker 7 500 Character Name Class Paragon Path Epic Destiny Total XP Leve Razorclaw Shifter Medium 33 Male Unaligned The Raven Queen Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number INITIATIVE **DEFENSES MOVEMENT** SC<u>ORE</u> SCORE SCORE ABIL 3 3 **Initiative** Speed (Squares) 19 CONDITIONAL MODIFIERS ABILITY SCORES **SENSES** SCORE MOD + 1/2 LVL ENH 8 STR 2 23 **Passive Insight** 10 + 13 -1 15 2 **FORT** 13 CONDITIONAL BONUSES CON 11 0 3 23 **Passive Perception** 10 13 SPECIAL SENSES Low-light Vision DEX 17 3 19 **REF** ATTACK WORKSPACE INT CONDITIONAL BONUSES 10 0 ABILITY: Ranged Basic Attack - Vicious Longbow +2 ATT BONUS MISC 3 WIS 11 21 5 WILL ABILITY: Elemental Spirits - Vicious Longbow +2 **CHA** 10 0 CONDITIONAL BONUSES ATT BONUS PROF 1/2 LVL ABIL 3 2 + 13 **ACTION POINTS** HIT POINTS HEALING SURGES **DAMAGE WORKSPACE** MAX HP **Action Points** BLOODIED SURGE VALUE SURGES/DAY ABILITY: Ranged Basic Attack - Vicious Longbow +2 48 24 12 ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS ENH MISC 1/2 HP 1/4 HF CURRENT HIT POINTS CURRENT SURGE USES 3 1 2 RACE FEATURES ABILITY: Elemental Spirits - Vicious Longbow +2 Razorclaw Shifting - Use razorclaw shifting as an DAMAGE 1d10+8 5 1 2 encounter power TEMPORARY HIT POINTS ABILITY: Flickering Arrow - Vicious Longbow +2 1d10+1d6-5 1 2 **DEATH SAVING THROW FAILURES** SAVING THROW MODS ABILITY: Storm of Spirit Shards - Vicious Longbow +2 RESISTANCES 1d10+2d6-2 CURRENT CONDITIONS AND EFFECTS ABILITY: Escaping Shot - Vicious Longbow +2 FEAT ENH MISC 2 1d10+8 5 1 **SKILLS CLASS / PATH / DESTINY FEATURES** ABIL MOD Inevitable Shot - Make an attack when you miss 1/enc. PENALTY MISC BONUS SKILL NAME BASIC ATTACKS Seeker's Bond - Choose a Bond to gain bonuses for certain 8 0 2 Acrobatics ATTACK DAMAGE DEFENSI 3 0 3 n/a vs \mathbf{AC} Vicious Longbow +2 1d10+6 **Arcana** INT Bloodbond - Shift as a minor action and gain the 2 0 **Athletics** STR Encaging Spirits power. **FEATS** 3 0 n/a Bluff Hunter's Quarry - Minor action, designate nearest enemy Warrior of the Wild - Ranger: skill training, Hunter's 3 3 0 n/a **Diplomacy** CHA you see as quarry; deal extra damage to quarry once per Quarry 1/encounter 8 0 n/a Dungeoneering WIS round Weapon Expertise (Bow) - Gain bonus to attack rolls with 3 3 0 **Endurance** CON 5 13 n/a Heal Strengthened Bond 3 n/a Weapon Focus (Bow) - Gain +1 damage per tier with History INT 13 n/a Bows. Insight WIS 0 3 **Intimidate** n/a CHA 5 13 n/a **Nature** WIS 5 n/a Perception WIS 3 0 n/a Religion TNT LANGUAGES KNOWN 13 5 Stealth DEX Common, Elven 3 0 n/a 3 **Streetwise** CHA 6 Thievery Rock Page 1

List your powers below. List your powers below. Check the box when the power is used. Check the box when the power is used. Clear the box when the power renews. Clear the box when the power renews. **AT-WILL POWERS MAGIC ITEMS Elemental Spirits** Vicious Longbow +2 (E) WEAPON Stinging Swarm WEAPON **Ensnaring Shot Attack** WEAPON ARMOR Bloodcut Leather Armor +1 (E) **ENCOUNTER POWERS** FEET Second Wind HANDS Razorclaw Shifting HEAD Inevitable Shot NECK **Encaging Spirits** Amulet of Protection +2 (E) RING Hunter's Quarry RING Flickering Arrow **PERSONALITY TRAITS** WAIST **Escaping Shot** Bag of Holding (heroic tier) () **DAILY POWERS** Storm of Spirit Shards Potion of Healing (heroic tier) () (2) **Ensnaring Shot MANNERISMS AND APPEARANCE UTILITY POWERS** Hunter's Instinct Swift Recovery Daily Item Powers Per Day **CHARACTER BACKGROUND** Heroic (1-10) Milestone Paragon (11-20) 🔲 🗌 Milestone Epic (21-30) Milestone **OTHER EQUIPMENT RITUALS / ALCHEMY** Adventurer's Kit Thieves' Tools Arrows (90) **COMPANIONS AND ALLIES SESSION AND CAMPAIGN NOTES COINS AND OTHER WEALTH** Money on hand: 37 gp Stored money: Encumbrance: 62 / 280 (+200)

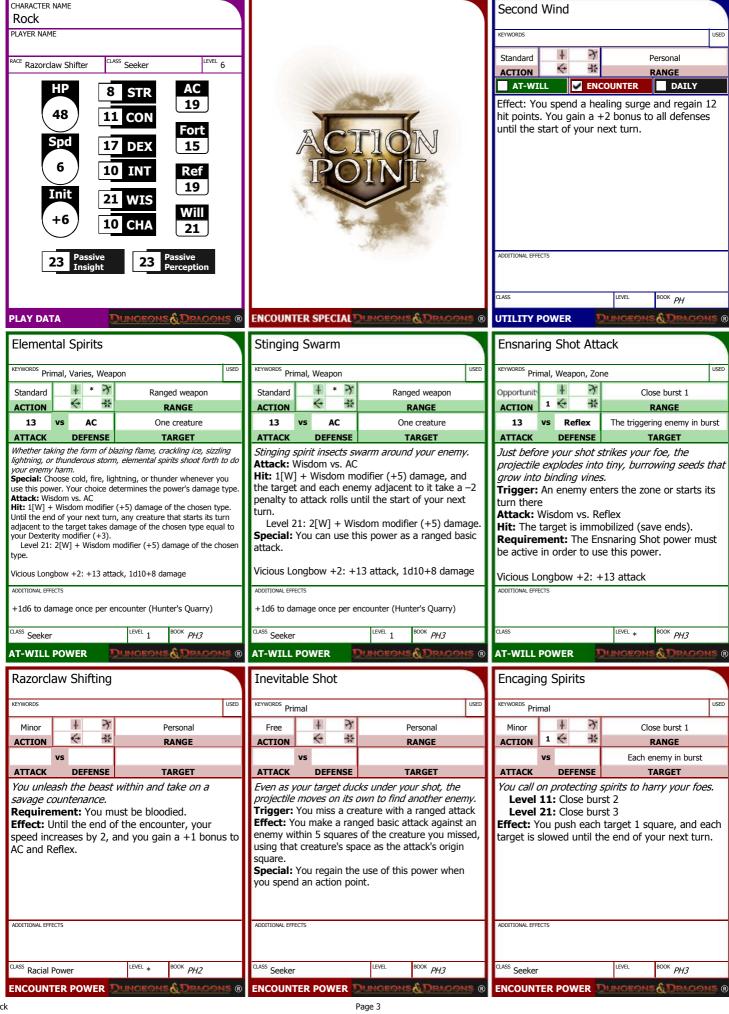
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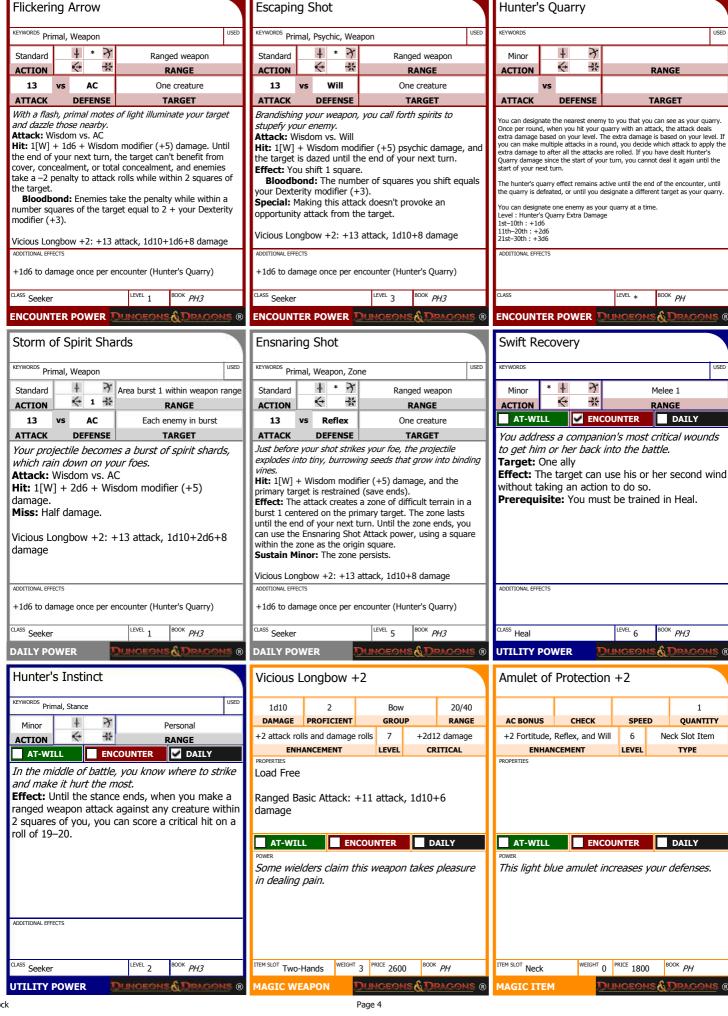
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CHARACTER PORTRAIT

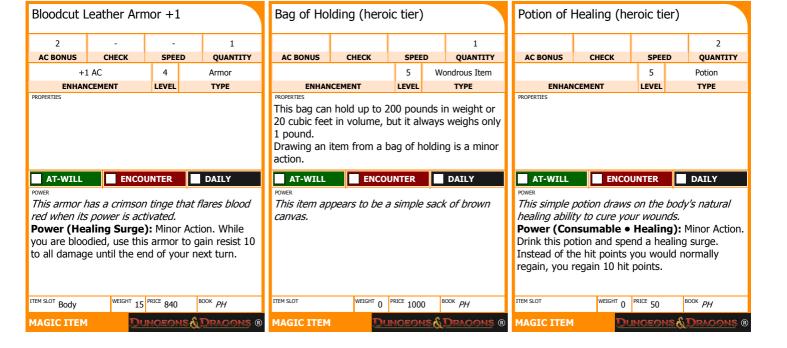
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