

Player Name

Rock 6 Seeker
Character Name Level Class
Razorclaw Shifter Medium 33 Male
Race Size Age Gender

Paragon Path Epic Destiny Total XP
Unaligned The Raven Queen
Alignment Deity
Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
6	Initiative	3	3

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
19	AC	13	5			1		

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
8	STR Strength	-1	2
11	CON Constitution	0	3
17	DEX Dexterity	3	6
10	INT Intelligence	0	3
21	WIS Wisdom	5	8
10	CHA Charisma	0	3

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES SURGE VALUE	SURGES/DAY
48	24	12	7

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SKILLS

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

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Razorclaw Shifting - Use razorclaw shifting as an

encounter power

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.

Hunter's Quarry - Minor action, designate nearest enemy you see as quarry; deal extra damage to quarry once per round.

LANGUAGES KNOWN

Common, Elven

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
23	Passive Insight	10 +	13

23	Passive Perception	10 +	13
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SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Ranged Basic Attack - Vicious Longbow +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 11	3	3		2		2	1

ABILITY: Elemental Spirits - Vicious Longbow +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 13	3	5		2		2	1

DAMAGE WORKSPACE

ABILITY: Ranged Basic Attack - Vicious Longbow +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+6	3	1	2		

ABILITY: Elemental Spirits - Vicious Longbow +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+8	5	1	2		

ABILITY: Flickering Arrow - Vicious Longbow +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+1d6	5	1	2		

ABILITY: Storm of Spirit Shards - Vicious Longbow +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+2d6	5	1	2		

ABILITY: Escaping Shot - Vicious Longbow +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+8	5	1	2		

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
11	vs AC	Vicious Longbow +2	1d10+6

FEATS

Warrior of the Wild - Ranger: skill training, Hunter's

Quarry 1/encounter

Weapon Expertise (Bow) - Gain bonus to attack rolls with bows.**Strengthened Bond****Weapon Focus (Bow)** - Gain +1 damage per tier with

Bows.

CHARACTER NAME
Rock

PLAYER NAME

RACE
Razordlaw Shifter

CLASS
Seeker

LEVEL
6

HP
48

8 STR

AC
19

Spd
6

11 CON

Fort
15

Init
+6

17 DEX

Ref
19

10 INT

WIS
21

21 WIS

Will
21

10 CHA

23 Passive Insight

23 Passive Perception

PLAY DATA

DUNGEONS & DRAGONS®

ACTION POINT

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS®

Second Wind

KEYWORDS

USED

Standard

↓

↶

↷

Personal

ACTION

↶

↷

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect: You spend a healing surge and regain 12 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK
PH

UTILITY POWER

DUNGEONS & DRAGONS®

Elemental Spirits

KEYWORDS
Primal, Varies, Weapon

USED

Standard

↓

*

↷

Ranged weapon

ACTION

↶

↷

RANGE

13 vs AC

One creature

ATTACK

DEFENSE

TARGET

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

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] + Wisdom 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 Dexterity modifier (+3).

Level 21: 2[W] + Wisdom modifier (+5) damage of the chosen type.

Vicious Longbow +2: +13 attack, 1d10+8 damage

ADDITIONAL EFFECTS

+1d6 to damage once per encounter (Hunter's Quarry)

CLASS
Seeker

LEVEL
1

BOOK
PH3

AT-WILL POWER

DUNGEONS & DRAGONS®

Stinging Swarm

KEYWORDS
Primal, Weapon

USED

Standard

↓

*

↷

Ranged weapon

ACTION

↶

↷

RANGE

13 vs AC

One creature

ATTACK

DEFENSE

TARGET

Stinging spirit insects swarm around your enemy.

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom 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.

Level 21: 2[W] + Wisdom modifier (+5) damage.

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

Vicious Longbow +2: +13 attack, 1d10+8 damage

ADDITIONAL EFFECTS

+1d6 to damage once per encounter (Hunter's Quarry)

CLASS
Seeker

LEVEL
1

BOOK
PH3

AT-WILL POWER

DUNGEONS & DRAGONS®

Ensnaing Shot Attack

KEYWORDS
Primal, Weapon, Zone

USED

Opportunity

↓

↶

↷

Close burst 1

ACTION

1

↶

↷

RANGE

13 vs Reflex

The triggering enemy in burst

ATTACK

DEFENSE

TARGET

Just before your shot strikes your foe, the projectile explodes into tiny, burrowing seeds that grow into binding vines.

Trigger: An enemy enters the zone or starts its turn there

Attack: Wisdom vs. Reflex

Hit: The target is immobilized (save ends).

Requirement: The Ensnaing Shot power must be active in order to use this power.

Vicious Longbow +2: +13 attack

ADDITIONAL EFFECTS

CLASS

LEVEL
*

BOOK
PH3

AT-WILL POWER

DUNGEONS & DRAGONS®

Razordlaw Shifting

KEYWORDS

USED

Minor

↓

↶

↷

Personal

ACTION

↶

↷

RANGE

vs

ATTACK

DEFENSE

TARGET

You unleash the beast within and take on a savage countenance.

Requirement: You must be bloodied.

Effect: Until the end of the encounter, your speed increases by 2, and you gain a +1 bonus to AC and Reflex.

ADDITIONAL EFFECTS

CLASS
Racial Power

LEVEL
*

BOOK
PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Inevitable Shot

KEYWORDS
Primal

USED

Free

↓

↶

↷

Personal

ACTION

↶

↷

RANGE

vs

ATTACK

DEFENSE

TARGET

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

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

CLASS
Seeker

LEVEL

BOOK
PH3

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Encaging Spirits

KEYWORDS
Primal

USED

Minor

↓

↶

↷

Close burst 1

ACTION

1

↶

↷

RANGE

vs

ATTACK

DEFENSE

TARGET

You call on protecting spirits to harry your foes.

Level 11: Close burst 2

Level 21: Close burst 3

Effect: You push each target 1 square, and each target is slowed until the end of your next turn.

ADDITIONAL EFFECTS

CLASS
Seeker

LEVEL

BOOK
PH3

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Flickering Arrow

KEYWORDS		Primal, Weapon		USED
Standard	<div><div>↓</div><div>*</div><div>↗</div></div>	Ranged weapon		
ACTION	<div><div>↶</div><div>✱</div></div>	RANGE		
13	vs	AC	One creature	
ATTACK	DEFENSE	TARGET		
<i>With a flash, primal motes of light illuminate your target and dazzle those nearby.</i>				
Attack: Wisdom vs. AC				
Hit: 1[W] + 1d6 + Wisdom modifier (+5) 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).				
Vicious Longbow +2: +13 attack, 1d10+1d6+8 damage				
ADDITIONAL EFFECTS				
+1d6 to damage once per encounter (Hunter's Quarry)				
CLASS	Seeker		LEVEL	1
			BOOK	PH3

ENCOUNTER POWER 

Escaping Shot

KEYWORDS		Primal, Psychic, Weapon		USED
Standard	<div><div>↓</div><div>*</div><div>↗</div></div>	Ranged weapon		
ACTION	<div><div>↶</div><div>✱</div></div>	RANGE		
13	vs	Will	One creature	
ATTACK	DEFENSE	TARGET		
<p><i>Brandishing your weapon, you call forth spirits to stupefy your enemy.</i></p> <p>Attack: Wisdom vs. Will</p> <p>Hit: 1[W] + Wisdom modifier (+5) psychic damage, and the target is dazed until the end of your next turn.</p> <p>Effect: You shift 1 square.</p> <p>Bloodbond: The number of squares you shift equals your Dexterity modifier (+3).</p> <p>Special: Making this attack doesn't provoke an opportunity attack from the target.</p> <p>Vicious Longbow +2: +13 attack, 1d10+8 damage</p>				
ADDITIONAL EFFECTS				
+1d6 to damage once per encounter (Hunter's Quarry)				
CLASS	Seeker		LEVEL	3
			BOOK	PH3





ENCOUNTER POWER 

Hunter's Quarry

KEYWORDS		USED	
Minor	<div><div>↓</div><div>↗</div></div>		
ACTION	<div><div>↶</div><div>✱</div></div>	RANGE	
	vs		
ATTACK	DEFENSE	TARGET	
<p>You can designate the nearest enemy to you that you can see as your quarry. Once per round, when you hit your quarry with an attack, the attack deals extra damage based on your level. The extra damage is based on your level. If you can make multiple attacks in a round, you decide which attack to apply the extra damage to after all the attacks are rolled. If you have dealt Hunter's Quarry damage since the start of your turn, you cannot deal it again until the start of your next turn.</p> <p>The hunter's quarry effect remains active until the end of the encounter, until the quarry is defeated, or until you designate a different target as your quarry.</p> <p>You can designate one enemy as your quarry at a time.</p> <p>Level : Hunter's Quarry Extra Damage 1st–10th : +1d6 11th–20th : +2d6 21st–30th : +3d6</p>			
ADDITIONAL EFFECTS			
CLASS		LEVEL *	BOOK <i>PH</i>

ENCOUNTER POWER 

Storm of Spirit Shards

KEYWORDS		Primal, Weapon		USED
Standard			Area burst 1 within weapon range	
ACTION		1		RANGE
13	vs	AC	Each enemy in burst	
ATTACK	DEFENSE		TARGET	
<p><i>Your projectile becomes a burst of spirit shards, which rain down on your foes.</i></p> <p>Attack: Wisdom vs. AC</p> <p>Hit: 1[W] + 2d6 + Wisdom modifier (+5) damage.</p> <p>Miss: Half damage.</p>				
<p>Vicious Longbow +2: +13 attack, 1d10+2d6+8 damage</p>				
ADDITIONAL EFFECTS				
<p>+1d6 to damage once per encounter (Hunter's Quarry)</p>				
CLASS	Seeker		LEVEL	1
			BOOK	PH3

DAILY POWER 

Ensnaing Shot

KEYWORDS		Primal, Weapon, Zone		USED
Standard	<div><div>↓</div><div>*</div><div>↗</div></div>	Ranged weapon		
ACTION	<div><div>↶</div><div>✱</div></div>	RANGE		
13	vs	Reflex	One creature	
ATTACK	DEFENSE	TARGET		
<p><i>Just before your shot strikes your foe, the projectile explodes into tiny, burrowing seeds that grow into binding vines.</i></p> <p>Hit: 1[W] + Wisdom modifier (+5) damage, and the primary target is restrained (save ends).</p> <p>Effect: The attack creates a zone of difficult terrain in a burst 1 centered on the primary target. The zone lasts until the end of your next turn. Until the zone ends, you can use the Ensnaing Shot Attack power, using a square within the zone as the origin square.</p> <p>Sustain Minor: The zone persists.</p>				
Vicious Longbow +2: +13 attack, 1d10+8 damage				
ADDITIONAL EFFECTS				
+1d6 to damage once per encounter (Hunter's Quarry)				
CLASS	Seeker		LEVEL	5
			BOOK	PH3

DAILY POWER 

Swift Recovery

KEYWORDS			USED
Minor	<div><div>*</div><div>↓</div><div>↗</div></div>	Melee 1	
ACTION	<div><div>↶</div><div>✱</div></div>	RANGE	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
<p><i>You address a companion's most critical wounds to get him or her back into the battle.</i></p> <p>Target: One ally</p> <p>Effect: The target can use his or her second wind without taking an action to do so.</p> <p>Prerequisite: You must be trained in Heal.</p>			
ADDITIONAL EFFECTS			
CLASS	Heal	LEVEL	6
		BOOK	PH3

UTILITY POWER 

Hunter's Instinct

KEYWORDS		Primal, Stance		USED
Minor	<div><div>↑</div><div>↗</div></div>	Personal		
ACTION	<div><div>↶</div><div>✱</div></div>	RANGE		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY		
<i>In the middle of battle, you know where to strike and make it hurt the most.</i>				
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				
CLASS		LEVEL	BOOK	
Seeker		2	PH3	

UTILITY POWER 

Vicious Longbow +2

1d10	2	Bow	20/40
DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		7	+2d12 damage
ENHANCEMENT		LEVEL	CRITICAL
PROPERTIES			
Load Free			
Ranged Basic Attack: +11 attack, 1d10+6 damage			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER		<input type="checkbox"/> DAILY
POWER			
<i>Some wielders claim this weapon takes pleasure in dealing pain.</i>			
ITEM SLOT	Two-Hands	WEIGHT 3	PRICE 2600
		BOOK	PH

MAGIC WEAPON 

Amulet of Protection +2

				1			
AC BONUS		CHECK		SPEED		QUANTITY	
+2 Fortitude, Reflex, and Will				6		Neck Slot Item	
ENHANCEMENT				LEVEL		TYPE	
PROPERTIES							
<input type="checkbox"/> AT-WILL		<input type="checkbox"/> ENCOUNTER			<input type="checkbox"/> DAILY		
POWER							
<i>This light blue amulet increases your defenses.</i>							
ITEM SLOT		Neck		WEIGHT		0	
				PRICE		1800	
				BOOK		PH	

MAGIC ITEM 

Bloodcut Leather Armor +1			
2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+1 AC		4	Armor
ENHANCEMENT	LEVEL	TYPE	
PROPERTIES			
<div><div><input type="checkbox"/> AT-WILL</div><div><input type="checkbox"/> ENCOUNTER</div><div><input type="checkbox"/> DAILY</div></div>			
POWER			
<p><i>This armor has a crimson tinge that flares blood red when its power is activated.</i></p> <p>Power (Healing Surge): Minor Action. While you are bloodied, use this armor to gain resist 10 to all damage until the end of your next turn.</p>			
ITEM SLOT	Body	WEIGHT 15	PRICE 840
		BOOK	PH
MAGIC ITEM		DUNGEONS & DRAGONS®	

Bag of Holding (heroic tier)			
			1
AC BONUS	CHECK	SPEED	QUANTITY
		5	Wondrous Item
ENHANCEMENT		LEVEL	TYPE
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 a bag of holding is a minor action.			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER		<input type="checkbox"/> DAILY
POWER			
This item appears to be a simple sack of brown canvas.			
ITEM SLOT	WEIGHT	PRICE	BOOK
	0	1000	PH
MAGIC ITEM		DUNGEONS & DRAGONS®	

Potion of Healing (heroic tier)			
			2
AC BONUS	CHECK	SPEED	QUANTITY
		5	Potion
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER			
<i>This simple potion draws on the body's natural healing ability to cure your wounds.</i>			
Power (Consumable • Healing): Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.			
ITEM SLOT	WEIGHT 0	PRICE 50	BOOK PH
MAGIC ITEM		DUNGEONS & DRAGONS®	