



Wood Man

Player Name

Character Name

Character Details

Background

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Steel Leaf

Waist

Armor

Leather Armor

Tattoo

Ki Focus

Feet

Other Equipment

Total Weight (lbs.)

20

Carrying Capacity (lbs.)

Treasure

100 gp
0 gp banked

Normal

140

Heavy

280

Max

700



Wood Man

Player Name _____

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Racial Features

Bonus Feat

Choose an extra feat at 1st level.

Bonus Skill

Trained in one additional class skill.

Heroic Effort

Gain the Heroic Effort power

Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

Human Power Selection

Choose an option for your human character.

Class/Other Features

Bloodbond

Shift as a minor action and gain the Encaging Spirits power.

Inevitable Shot

Make an attack when you miss 1/enc.

Seeker's Bond

Choose a Bond to gain bonuses for certain powers.

Feats

Bow Expertise

When using a bow: +1/2/3 (by tier) to attack, +1/2/3 (by tier) damage to one creature that isn't adjacent to other creatures

- Steel Leaf as longbow

Strengthened Bond

Regain Seeker's Bond power when first bloodied

Wood Man

Level 1 Human Seeker

	SCORE	ABILITY	MOD	
HP	14	STR	2	AC
22				12
	10	CON	0	Fort
				13
Spd	11	DEX	0	Ref
6				12
	10	INT	0	Will
				17
Init	20	WIS	5	
+0				
	8	CHA	-1	

15 Passive Insight

20 Passive Perception

Skills

Acrobatics	Dexterity	•	5
Arcana	Intelligence		0
Athletics	Strength	•	7
Bluff	Charisma		-1
Diplomacy	Charisma		-1
Dungeoneering	Wisdom		5
Endurance	Constitution	•	5
Heal	Wisdom		5
History	Intelligence		0
Insight	Wisdom		5
Intimidate	Charisma		-1
Nature	Wisdom	•	10
Perception	Wisdom	•	10
Religion	Intelligence		0
Stealth	Dexterity		0
Streetwise	Charisma		-1
Thievery	Dexterity		0

• indicates a trained skill.

Action Point

Base action points: 1



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

Unarmed: +2 vs. AC, 1d4+2 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 (+2) damage.

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

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Steel Leaf: +3 vs. AC, 1d10 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 (+0) damage.

Level 21: 2[W] + Dex modifier (+0) damage.

Additional Effects

+1 to damage rolls against a single creature that is not adjacent to any other creature - Bow Expertise.

Basic Attack

Leaf Shield

At-Will ♦ Standard Action

Steel Leaf: +8 vs. AC, 1d10+5 damage

Ranged weapon **Target:** One creature

Stinging spirit insects swarm around your enemy.

Keywords: Primal, Weapon

Attack: Wisdom vs. AC

Hit: 1[W] + Wis 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.

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

Additional Effects

+1 to damage rolls against a single creature that is not adjacent to any other creature - Bow Expertise.

Seeker Attack 1

Forest Harrier

At-Will ♦ Standard Action

Steel Leaf: +8 vs. AC, 1d10+5 damage

Melee or Ranged weapon **Target:** One creature

A raptor spirit claws at your foe's face until the foe retreats.

Keywords: 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] + Wis modifier (+5) damage. If the target doesn't end its next turn at least 2 squares away from its starting position, it takes damage equal to your Str modifier (+2).

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

Additional Effects

+1 to damage rolls against a single creature that is not adjacent to any other creature - Bow Expertise.

Seeker Attack 1

Steel Forest

Encounter ♦ Standard Action

Steel Leaf: +8 vs. AC, 1d10 damage

Area burst 1 within weapon range **Target:** Each creature in the burst

The arrows you loose in quick succession fall among your enemies. If they strike the earth, the ground sprouts jagged barbs.

Keywords: Primal, Weapon

Requirement: You must be wielding a bow.

Attack: Wisdom vs. AC

Hit: 1[W] damage.

Effect: Each unoccupied square in the burst fills with jagged barbs until the start of your next turn. These squares are difficult terrain, and a creature that enters one of these squares without shifting takes damage equal to your Wis modifier (+5). A creature can take this damage only once per turn.

Additional Effects

+1 to damage rolls against a single creature that is not adjacent to any other creature - Bow Expertise.

Seeker Attack 1

Used

Swarm of Leaves

Daily ♦ Standard Action

Steel Leaf: +8 vs. Ref, 1d10+5 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

+1 to damage rolls against a single creature that is not adjacent to any other creature - Bow Expertise.

Seeker Attack 1

Used

Autumn Storm

Encounter ♦ Minor Action

Close burst 1 **Target:** Each enemy in the burst

You call on protecting spirits to harry your foes.

Keyword: Primal

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

Seeker Feature

Used

Heroic Effort

Encounter ♦ No Action

Personal

Your grim focus and unbridled energy means that failure is not an option.

Trigger: You miss with an attack or fail a saving throw.

Effect: You gain a +4 racial bonus to the attack roll or the saving throw.

Additional Effects

Human Racial Power

Used

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 Feature

Used

