

Inneyar Frostcaller

CHARACTER

Elf

RACE

14

LEVEL

Druid (Ranger)

CLASS (MULTICLASS)

Guardian of the Living Gate

PARAGON PATH

Good

ALIGNMENT

146

AGE

5'5

HT.

116

WT.

Auburn

HAIR

Blue

EYES

right

HAND

M

SIZE

Female

GENDER

Low-light

VISION

ABILITY SCORES

		mod	check
Strength	10	+0	+7
Constitution	20	+5	+12
Dexterity	14	+2	+9
Intelligence	12	+1	+8
Wisdom	22	+6	+14
Charisma	12	+1	+8

DEFENSES

		misc
AC	28	+2 vs. opportunity attack
		+1 vs. area, close, and ranged attacks
Fort	25	+1 vs. area, close, and ranged attacks
Ref	23	+1 vs. area, close, and ranged attacks
Will	27	+1 vs. area, close, and ranged attacks

LIFE and DEATH

HP	Bloodied	Current
97	48	
		Healing Surges 12
		Surge Value 24
		Death Saves

BASIC ATTACKS

Melee 1	abil	level	prof	feat	magic	misc		damage	crit										
+3 staff of winter	0	+	7	+	2	+	0	+	3	+	0	=	+12	vs.	AC		1d8+3		11+3d6

Melee 2	abil	level	prof	feat	magic	misc		damage	crit
savage rend	6	7			3		= +16 vs. Ref	1d8+9	17+3d6

Range: 20/40																				
	abil		level		prof		feat		magic		misc			damage		crit				
+1 longbow	2	+	7	+	2	+	0	+	1	+	0	=	+12	vs.	AC			1d10+3		13+1d6

MOVEMENT

Speed	7
Run	9
Teleport	n/a
(type of power)	
Other	n/a
Other	n/a

RITUALS

name	type
Animal Messenger	Nature
Floating Disk	Arcana

LANGUAGES

Common
Elven

INITIATIVE

Dex & level	misc
+9 = 9	0

WEALTH

73 gp
9 sp

SKILLS

trained skills are italicized

Acrobatics	Dex	8
Arcana	Int	13
Athletics	Str	6
Bluff	Cha	8
Diplomacy	Cha	8
Dungeoneer	Wis	19
Endurance	Con	11
Heal	Wis	19
History	Int	8
Insight	Wis	15
Intimidate	Cha	8
Nature	Wis	21
Perception	Wis	22
Religion	Int	8
Stealth	Dex	8
Streetwise	Cha	8
Thievery	Dex	13
Other		

conditional bonuses

+2 when climbing

+2 to open locks or disable traps

ACTION POINTS

points	mark when used this encounter

SAVES and RESISTANCE

Saves

Resist

PASSIVE CHECKS

Insight	25
Perception	32

EQUIPMENT and LOAD

item	#	wt.	location	slot
trollskin hide +3	1	25	body	armor
+3 staff of winter	1	4	hand	both hands
+1 longbow	1	3	quiver	
diadem of acuity	1	0	head	head
backpack	1	2	back	
belt pouch	2	1	belt	
arrows	30	3	quiver	
bedroll	1	5	pack	
journeybread (days)	10	1	pack	
waterskin (full)	1	4	belt	
grappling hook	1	4	rope	
pitons	10	5	pack	
hammer	1	2	pack	

item	#	wt.	location	slot
periap of wisdom +3	1	0	neck	neck
drum	1	1	belt	
silk rope (feet)	50	5	back	
flint and steel	1	0	pouch	
k.'s ointment	1	0	pouch	
ritual book	1	3	pack	
thieves' tools	1	1	pouch	
everburning torch	1	1	belt	
scroll: remove affliction	1	0	pack	

Load

70

Normal (Carry)

100

Heavy Load (Lift)

200

Max Push/Drag

500

RACE FEATURES

- Elven Accuracy: see powers
- Elven Weapon Proficiency: gain proficiency with longbow and shortbow
- Fey Origin: considered a fey creature
- Group Awareness: you grant non-elf allies within 5 squares a +1 bonus to Perception checks (not factored in)
- Wild Step: you ignore difficult terrain when you shift

CLASS and PATH FEATURES

- entwining evocation: when you make an area attack, gain combat advantage against each target that has no creatures adjacent to it
- guardian action: when you spend an action point to take an extra action, you or an ally within 5 squares can make a saving throw with a +5 bonus
- hunter's quarry: see powers
- primal guardian: when not wearing heavy armor, use CON instead of INT or DEX for AC
- ritual casting: gain Ritual Caster as a bonus feat; once/day you can use Animal Messenger without expending components
- wild shape: (primal beast) see powers

FEATS

- Brutal Accuracy: if the rerolled attack by your elven accuracy power hits your quarry, the attack deals 1d6+6 extra damage
- Combat Anticipation: gain +1 to all defenses vs. ranged, area, and close attacks
- Defensive Mobility: gain +2 to AC vs. opportunity attacks
- Elven Precision: when you use elven accuracy, gain a +2 bonus to the new attack roll
- Lasting Frost: any target you hit with a cold power gains vulnerable 5 cold until the end of your next turn
- Ritual Caster: can cast rituals
- Skill Training (Thievery): gain training with this skill
- Quick Wild Shape: you can use wild shape as a free action during your turn
- Warrior of the Wild: gain training in Dungeoneering, you can use hunter's quarry once/encounter
- Wintertouched: when attacking a foe with vulnerability to cold, gain combat advantage when using an

NOTES