

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

22

Level

Akneth Zeksbane the Tortured

Evil female Drow Hybrid

Age 5'8" Height 160 lb. Weight Medium Size Loviatar Deity

0

Total XP 255000

Defenses



Conditional Bonuses

Hit Points

Max HP
(Bloodied 67) **135**

Temp HP

Current Hit Points

Healing Surges

Surge Value

33

Surges/Day

2

Current Conditions:

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

Vulnerable 5 Radiant, Resist 15 Lightning

Current Conditions and Effects

Basic Attacks

Melee

Footpad's Friend Rapier +5

29

Strength vs. AC

2d8+13

Damage

Ranged

Impaling Hand crossbow +5

28

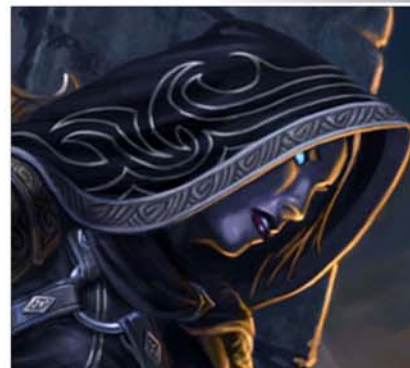
Dexterity vs. AC

2d6+17

Damage

Languages

Common, Elven



Abilities

| | | Check |
|-----|--------------|-------|
| STR | Strength | 13 12 |
| CON | Constitution | 12 12 |
| DEX | Dexterity | 24 18 |
| INT | Intelligence | 18 15 |
| WIS | Wisdom | 12 12 |
| CHA | Charisma | 20 16 |

Skills

| | | | |
|---------------|--------------|---|----|
| Acrobatics | Dexterity | ✓ | 27 |
| Arcana | Intelligence | | 15 |
| Athletics | Strength | ✓ | 17 |
| Bluff | Charisma | | 16 |
| Diplomacy | Charisma | | 16 |
| Dungeoneering | Wisdom | | 12 |
| Endurance | Constitution | | 12 |
| Heal | Wisdom | | 12 |
| History | Intelligence | | 15 |
| Insight | Wisdom | | 12 |
| Intimidate | Charisma | | 18 |
| Nature | Wisdom | | 12 |
| Perception | Wisdom | ✓ | 17 |
| Religion | Intelligence | | 15 |
| Stealth | Dexterity | ✓ | 29 |
| Streetwise | Charisma | | 16 |
| Thievery | Dexterity | ✓ | 27 |

Combat Statistics and Senses

Initiative

18

Conditional Modifiers:

Speed

6

Passive Insight

22

Passive Perception

27

Special Senses: Darkvision



Akneth Zeksbane the Tortured

Player Name

Character Name

Character Details

Background

Thay

Theme

Mannerisms and Appearance

Akneth hates Nurymm Zekk for betraying her, and even took the new surname Zeksbane as a symbol of her dedication to bringing him down. She even turned her back on Lolth, and turned the pain of becoming undead into a path of worship under Loviatar.

Personality Traits

Spiteful, cruel, tortured

Adventuring Company

Companions and Allies

Session and Campaign Notes

Akneth was an elite assassin in Undrek'Thoz before Nurymm Zekk betrayed her. He sent her to assassinate a vampire, knowing that she would be overcome. He is unaware she wasn't killed, but turned. She hid out in Thay to find prey and plot revenge.

Other Notes

Equipment

Head

Ioun Stone of Agility

Neck

Resplendent Cloak +5

Arms

Hands

Rings

Rings

Off Hand

Impaling Hand crossbow +5

Main Hand

Footpad's Friend Rapier +5

Waist

Armor

Shockweave Cloth Armor (Basic...

Tattoo

Ki Focus

Feet

Other Equipment

Adventurer's Kit

Total Weight (lbs.)

4541

Carrying Capacity (lbs.)

Treasure

225,000 gp
0 gp banked

Normal 130

Heavy 260

Max 650

Akneth Zeksbane the



Player Name

Character Name

Racial Features

Fey Origin

Your origin is fey, not natural

Lolthtouched

You have your choice of either the cloud of darkness or darkfire power

Trance (Drow)

Meditate aware 4 hours instead of sleep.

Class/Other Features

Blood Drinker (Hybrid)

You can gain blood drinker instead of class encounter attack power with a level; if you have blood drinker, gain additional use

Blood Is Life

During a short rest: adj ally can give you 1 of their healing surges, which restores hp equal to your bloodied value

Child of the Night (Hybrid)

You're an undead creature: gain vulnerable 5 radiant, can be destroyed by sunlight. You do require sleep.

Enduring Soul

If bloodied: gain regeneration [Cha mod]. If you take radiant dmg, regeneration doesn't work until your next turn ends

Hybrid Vampire Fortitude

Sneak Attack (Hybrid)

When using rogue powers, deal bonus damage when you have combat advantage

Dread Sneak Action

When you spend action point to attack foe granting combat advantage, deal Sneak Attack damage even if you already did this round

Spider Assassin

Deal 1 extra die of Sneak Attack damage if target couldn't see you at start of your turn

Sinister Presence

When you drop a foe to 0 hp, gain combat advantage against a foe with 5 until end of your next turn.

Death's Eye

When you drop foe to 0 hp, choose foe you see; gain combat advantage against it, and it gets -2 on attacks against you until the end of your next turn

Feats

Weapon Proficiency (Rapier)

Gain proficiency with the Rapier.

Light Blade Expertise

When wielding a light blade: +1/2/3 (by tier) to attack rolls, +1/2/3 (by tier) damage vs. creatures granting combat advantage to you

Crossbow Expertise

When using a crossbow: +1/2/3 (by tier) to attack, ignore partial and superior cover.

Implement Expertise (Holy Symbol)

+1 to attack rolls with holy symbols

Superior Reflexes

+2/3/4 (by tier) to Reflex. Gain combat advantage against all enemies during your first turn in an encounter.

Superior Will

+2/3/4 (by tier) to Will. Additional saving throw vs. dazed or stunned at start of turn, even if condition is not (save ends)

Great Fortitude

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

Melee Training (Dexterity)

Use Dexterity for melee basic attacks

Two-Fisted Shooter

Treat hand crossbow as off-hand weapon, reload one-handed (free action), critical hits grant free off-hand ranged basic attack

Martial Vampire

Gain healing surge after hit with martial encounter attack power 1/encounter; gain healing surge first time you are bloodied during an encounter, lose surge if unused

Blood Thirst

+2 to damage against bloodied foes

Backstabber

Sneak Attack dice increase to d8s

Martial Mastery

Regain encounter power when spending action point

Whirlwind Sneak Attack

Deal Sneak Attack damage to all targets of a rogue encounter attack power

Akneht Zeksbane the Tortured

Level 22 Drow Vampire/Rogue

| HP | SCORE | ABILITY | MOD | AC |
|------|-------|---------|-----|----|
| 135 | 13 | STR | 1 | 34 |
| | 12 | CON | 1 | |
| Spd | 24 | DEX | 7 | 32 |
| 6 | 18 | INT | 4 | |
| Init | 12 | WIS | 1 | 38 |
| +18 | 20 | CHA | 5 | 35 |

22 Passive Insight

27 Passive Perception

Skills

| | | |
|---------------|--------------|------|
| Acrobatics | Dexterity | • 27 |
| Arcana | Intelligence | 15 |
| Athletics | Strength | • 17 |
| Bluff | Charisma | 16 |
| Diplomacy | Charisma | 16 |
| Dungeoneering | Wisdom | 12 |
| Endurance | Constitution | 12 |
| Heal | Wisdom | 12 |
| History | Intelligence | 15 |
| Insight | Wisdom | 12 |
| Intimidate | Charisma | 18 |
| Nature | Wisdom | 12 |
| Perception | Wisdom | • 17 |
| Religion | Intelligence | 15 |
| Stealth | Dexterity | • 29 |
| Streetwise | Charisma | 16 |
| Thievery | Dexterity | • 27 |

• indicates a trained skill.

Action Point

Base action points: 1

Dread Sneak Action: When you spend an action point to make an attack against a target granting combat advantage to you, you can deal Sneak Attack damage even if you have already dealt Sneak Attack damage during this round.

Martial Mastery: When you spend an action point to take an extra action, you also regain the use of a martial encounter power you have used during this encounter.

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

Melee Basic Attack

At-Will ♦ Standard Action

Footpad's Friend Rapier +5: +29 vs. AC, 2d8+13 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 (+1) damage.

Level 21: 2[W] + Str modifier (+1) damage.

Additional Effects

+3 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.
+2 to damage rolls against bloodied foes - Blood Thirst.

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Impaling Hand crossbow +5: +28 vs. AC, 2d6+17 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 (+7) damage.

Level 21: 2[W] + Dex modifier (+7) damage.

Additional Effects

Basic Attack

Preparatory Shot

At-Will ♦ Standard Action

Impaling Hand crossbow +5: +28 vs. AC, 16 damage

Ranged weapon **Target:** One creature

You feint and nick the target, inhibiting its movement to set up an even deadlier attack.

Keywords: Martial, Weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Attack: Dexterity vs. AC

Hit: Dex modifier (+7) + Int modifier (+4) damage, and the target grants combat advantage to you until the end of your next turn.
Level 21: 5 + Dex modifier (+7) + Int modifier (+4) damage.

Additional Effects

+5d8+5 to damage once per turn (Sneak Attack)

Rogue Attack 1

Taste of Life

At-Will ♦ Standard Action

Magic Holy Symbol +5: +26 vs. Fortitude, 2d8+26 damage

Melee 1 **Target:** One creature

Your dread touch burns your foe with dark power, even as your own energy is temporarily restored.

Keywords: Implement, Necrotic, Shadow

Attack: Dexterity vs. Fortitude

Hit: 1d8 + Dex modifier (+7) necrotic damage, and you gain temporary hit points equal to 2 + your Cha modifier (+5).

Level 21: 2d8 + Dex modifier (+7) necrotic damage.

Additional Effects

+2 to damage rolls against bloodied foes - Blood Thirst.

Vampire Attack 1

Cloud of Steel

Encounter ♦ Standard Action

Impaling Hand crossbow +5: +28 vs. AC, 1d6+17 damage

Close blast 5 **Target:** Each enemy you can see in the blast

You shower your enemies with a host of projectiles.

Keywords: Martial, Weapon

Requirement: You must be wielding a crossbow, a light thrown weapon, or a sling.

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+7) damage.

Additional Effects

+5d8+5 to damage once per turn (Sneak Attack)

Rogue Attack 7

Used ☐

Fang and Web Strike

Encounter ♦ Standard Action

Melee or Ranged weapon **Target:** One or two creatures

With expert precision, you drive your blade through your opponent and loose a bolt at the same time.

Keywords: Martial, Weapon

Requirement: You must be wielding a crossbow and a light blade.

Attack: Dexterity vs. AC (melee or ranged), two attacks

Hit: 2[W] + Dex modifier (+7) damage per attack.

Special: Using this power doesn't provoke opportunity attacks.

Additional Effects

Dread Fang Attack 11

Used ☐

Fool's Opportunity

Encounter ♦ Standard Action

Footpad's Friend Rapier +5: +29 vs. Will

Melee weapon

Target: One creature

You bait your foe into attacking you, and then turn his blow straight back at him.

Keywords: Martial, Weapon

Requirement: You must be wielding a light blade.

Attack: Dexterity vs. Will

Hit: The target hits itself with its melee basic attack. (If you have combat advantage against the target and your Sneak Attack isn't expended, you can use Sneak Attack against the target.)

Additional Effects

Rogue Attack 13

Used ☐

Unleashed Fury

Encounter ♦ Standard Action

Magic Holy Symbol +5: +26 vs. Reflex, 3d12+26 damage

Melee 1

Target: One creature

You become a ravaging beast, lashing out at your foe with the strength of all your dark rage.

Keywords: Implement, Shadow

Attack: Dexterity vs. Reflex

Hit: 3d12 + Dex modifier (+7) damage.

Special: You can lose a healing surge when you use this power to either target each creature adjacent to you with the attack or deal 3d10 extra damage to a single target.

Additional Effects

+2 to damage rolls against bloodied foes - Blood Thirst.

Vampire Attack 17

Used ☐

Domineering Gaze

Daily ♦ Standard Action

Magic Holy Symbol +5: +26 vs. Will

Ranged 5

Target: One enemy

With a glance, your foe falls under your control and will yield up its life force to strengthen you.

Keywords: Charm, Implement, Necrotic, Shadow

Attack: Charisma + 2 vs. Will

Hit: The target is dominated (save ends). While the target is dominated by this power, you can use a minor action while adjacent to the target to gain a healing surge and to deal necrotic damage to the target equal to your healing surge value. Doing so ends the domination.

Miss: The power is not expended.

Additional Effects

Vampire Attack 9

Used ☐

Hungry Swarm

Daily ♦ Standard Action

Magic Holy Symbol +5: +26 vs. Fortitude, 5d6+26 damage

Close blast 3

Target: Each enemy in the blast

Your body unravels into a swarm of batlike shadows whose claws and fangs steal sight and life from your foes.

Keywords: Implement, Shadow, Teleportation

Attack: Dexterity vs. Fortitude

Hit: 5d6 + Dex modifier (+7) damage, and the target is blinded (save ends).

Miss: Half damage.

Effect: You teleport to a square in the blast and are invisible until the end of your next turn. If you hit at least one living creature with this attack, you gain a healing surge.

Additional Effects

Vampire Attack 15

Used ☐

Feinting Flurry

Daily ♦ Standard Action

Footpad's Friend Rapier +5: +29 vs. Will, 5d8+17 damage

Impaling Hand crossbow +5: +28 vs. Will, 5d6+17 damage

Melee or Ranged weapon

Target: One creature

A series of clever feints throws your foe off his game and makes it an easy target.

Keywords: Martial, Weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Attack: Dexterity vs. Will

Hit: 5[W] + Dex modifier (+7) damage.

Effect: Until the end of your next turn, the target takes a penalty to all defenses against your attacks. The penalty equals your Cha modifier (+5).

Sustain Minor: The penalty persists until the end of your next turn.

Additional Effects

+5d8+5 to damage once per turn (Sneak Attack)
+3 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.
+2 to damage rolls against bloodied foes - Blood Thirst.

Rogue Attack 19

Used ☐

Venomous Sting

Daily ♦ Standard Action

Footpad's Friend Rapier +5: +29 vs. AC, 2d8+17 damage

Impaling Hand crossbow +5: +28 vs. AC, 2d6+17 damage

Melee or Ranged weapon

Target: One creature

Using your dark fey power, you deliver a deep and toxic wound.

Keywords: Martial, Poison, Reliable, Weapon

Requirement: must be wielding a crossbow or a light blade.

Primary Attack: Dexterity vs. AC

Hit: 2[W] + Dex modifier (+7) damage. Make a secondary attack against the target.

Secondary Attack: Dexterity vs. Fortitude

Hit: The target is weakened and takes ongoing 5 poison damage (save ends both).

Additional Effects

+5d8+5 to damage once per turn (Sneak Attack)
+3 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.
+2 to damage rolls against bloodied foes - Blood Thirst.

Dread Fang Attack 20

Used ☐

Invisible Stalker

At-Will ♦ Move Action

Personal

You move with such grace that your foes cannot track you.

Keyword: Martial

Effect: You become invisible and move up to your speed to a square that is not adjacent to any enemy. You become visible when the movement ends.

Additional Effects

Rogue Utility 22

Cloud of Darkness

Encounter ♦ Minor Action

Close burst 1

A shroud of blackness descends around you, hiding you from sight.

Effect: The burst creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. You are immune to these effects.

Additional Effects

Drow Racial Power

Used ☐

Tumble

Encounter ♦ Move Action

Personal

You dodge and tumble past your foes with such speed and precision that they are unable to react.

Keyword: Martial

Prerequisite: You must have training in Acrobatics.

Effect: You shift up to your speed.

Additional Effects

Rogue Utility 2

Used ☐

Vanish from View

Encounter ♦ Immediate Interrupt

Personal

You use a moment where your enemy can't fully see you to avoid an attack and gain the upper hand.

Trigger: You are hit by a melee or a ranged attack while you have cover or concealment from the attacker.

Effect: You make a Stealth check. If your result exceeds the attack roll, the attack misses you, and you gain combat advantage against the attacker until the end of your next turn.

Additional Effects

Drow Utility 6

Used ☐

Spider Feint

Encounter ♦ Minor Action

Close burst 5

Target: One creature in the burst you can see

You feint, causing your opponent to flinch as you slip past.

Keywords: Martial, Weapon

Effect: You gain a +5 bonus to AC against the target's opportunity attacks until the end of your next turn.

Additional Effects

Dread Fang Utility 12

Used ☐

Gaseous Form

Daily ♦ Minor Action

Personal

You transform into a shadowy mist that shreds and twists away from your enemy's grasp.

Keywords: Polymorph, Shadow

Effect: You assume a gaseous form. While in this form, you are insubstantial and phasing, gain a fly speed of 8, and gain a +10 power bonus to Stealth checks. You cannot attack in this form. The form lasts until the end of your next turn or until you use a minor action to end it.

Sustain Minor: The gaseous form persists until the end of your next turn.

Additional Effects

Vampire Utility 10

Used ☐

Shared Blood

Daily ♦ Standard Action

Unarmed:

Melee 1

Target: One ally

You bite yourself to let the life energy you have consumed seep onto your ally, transferring some of your undying vitality.

Keywords: Healing, Shadow

Requirement: You must have at least one healing surge remaining.

Effect: You lose a healing surge. The target regains 1 hit point, gains temporary hit points equal to his or her bloodied value, and can make a saving throw with a +2 power bonus.

Additional Effects

Vampire Utility 16

Used ☐

Ioun Stone of Agility

Head Slot Item ♦ Level 21

Properties

You gain a +4 item bonus to Dexterity-based skill checks and Dexterity ability checks. You also gain a +5 item bonus to the damage rolls of Dexterity-based attacks.

Resplendent Cloak +5

Neck Slot Item ♦ Level 23

Enhancement: +5 Fortitude, Reflex, and Will

Properties

You and each ally within 10 squares of you gain a +2 bonus to Will against charm, fear, and illusion attacks.

Magic Holy Symbol +5

Holy Symbol ♦ Level 21

Enhancement: +5 Attack rolls and damage rolls

Critical: +1d6 damage per plus

Impaling Hand crossbow +5

Weapon ♦ Level 23

Damage: 1d6

Proficiency Bonus: 2

Range: 10/20

Properties: Load Free, Off-Hand

Enhancement: +5 Attack rolls and damage rolls

Critical: +1d8 damage per plus

Properties

Once per round, when an attack with this weapon reduces a target to 0 hit points or fewer, you can make a ranged basic attack against another creature adjacent to the target of the first attack.

Footpad's Friend Rapier +5

Weapon ♦ Level 25

Damage: 1d8

Proficiency Bonus: 3

Enhancement: +5 Attack rolls and damage rolls

Critical: +1d6 damage per plus

Properties

When you hit with this weapon and deal extra damage from your Sneak Attack class feature, add your Charisma modifier to the damage roll.

Shockweave Cloth Armor...

Armor ♦ Level 25

Armor Bonus: 1

Enhancement: +5 AC

Properties

You gain resist 15 lightning.

Power ♦ Encounter (Free Action)

Trigger: You take lightning damage.

Effect: Until the end of the encounter, this armor's daily power gains a +1 bonus to the attack roll and deals 1d10 extra lightning damage.

Power (Lightning) ♦ Daily (Immediate Interrupt)

Trigger: An enemy adjacent to you targets you with an attack.

Effect: Make an attack against the triggering enemy: +28 vs. Fortitude; on a hit, deal 4d10 lightning damage, and the enemy is dazed until the end of your next turn.