

Player Name

Zaketskra
 Character Name
 Drow Medium 34 Female 5'6" 140 lbs. Good
 Race Size Age Gender Height Weight Alignment Deity

1 Druid
 Level Class
 Paragon Path
 Epic Destiny

Total XP
 Adventuring Company
 RPGA Number

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
3	3		

CONDITIONAL MODIFIERS

DEFENSES							
SCORE	DEFENSE	10 + ARMOR/ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
13	AC	10	3				

CONDITIONAL BONUSES

MOVEMENT			
SCORE	BASE	ARMOR	ITEM
7	Speed (Squares)	6	1

SPECIAL MOVEMENT

ABILITY SCORES		
SCORE	ABILITY	MOD + 1/2 LVL
8	STR Strength	-1
10	CON Constitution	0
16	DEX Dexterity	3
10	INT Intelligence	0
17	WIS Wisdom	3
16	CHA Charisma	3

DEFENSES							
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
10	FORT	10					

CONDITIONAL BONUSES

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Insight	10	3
18	Passive Perception	10	8

SPECIAL SENSES
Darkvision

DEFENSES							
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
14	REF	10	3	1			

CONDITIONAL BONUSES

ATTACK WORKSPACE			
ABILITY	MELEE BASIC ATTACK - UNARMED	ATT BONUS	1/2 LVL
		+ -1	0

DEFENSES							
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
14	WILL	10	3	1			

CONDITIONAL BONUSES

ABILITY	RANGED BASIC ATTACK - UNARMED	ATT BONUS	1/2 LVL
		+ 3	0

HIT POINTS			
MAX HP	BLOODIED	HEALING SURGES	SURGES/DAY
22	11	5	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

ACTION POINTS		
ACTION POINTS	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE					
ABILITY	MELEE BASIC ATTACK - UNARMED	DAMAGE	ABIL	FEAT	ENH
		1d4-1	-1		

RACE FEATURES	
Trance (Drow)	Meditate aware 4 hours instead of sleep.
Lolthtouched	Use either cloud of darkness or darkfire once per encounter.
Darkfire Wisdom	Use WIS for Darkfire
Fey Origin	Your origin is fey, not natural

ABILITY	RANGED BASIC ATTACK - UNARMED	DAMAGE	ABIL	FEAT	ENH
		1d4+3	3		

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

CLASS / PATH / DESTINY FEATURES	
Balance of Nature	You must have one or two beast form at-will druid powers.
Primal Aspect	Choose a Primal Aspect option.
Primal Predator	While not wearing heavy armor, gain +1 speed
Ritual Casting	Gain Ritual Caster as a bonus feat.
Wild Shape	Gain the wild shape power
Pact Initiate (dark pact)	Gain Spiteful Glamor as an encounter power, can use warlock implements for warlock powers

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
-1	vs AC	Unarmed (Melee)	1d4-1
3	vs AC	Unarmed (Range)	1d4+3
	vs		
	vs		

FEATS	
Ritual Caster	Master and perform rituals
Pact Initiate	Warlock: skill training, pact at-will power 1/ encounter

LANGUAGES KNOWN	
Common, Elven	

POWER INDEX

List your powers below.
 Check the box when the power is used.
 Clear the box when the power renews.

AT-WILL POWERS

Wild Shape	<input type="checkbox"/>
Savage Rend	<input type="checkbox"/>
Thorn Whip	<input type="checkbox"/>
Swarming Locusts	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

ENCOUNTER POWERS

Second Wind	<input type="checkbox"/>
Cloud of Darkness	<input type="checkbox"/>
Darkfire	<input type="checkbox"/>
Spiteful Glamor	<input type="checkbox"/>
Thorn Spray	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Fog of Insects	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Ritual Book

COINS AND OTHER WEALTH

Money on hand: 100 gp
Stored money: 0 gp
Encumbrance: 5 / 80

MAGIC ITEM INDEX

List your powers below.
 Check the box when the power is used.
 Clear the box when the power renews.

MAGIC ITEMS

WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
ARMOR	<input type="checkbox"/>
ARMS	<input type="checkbox"/>
FEET	<input type="checkbox"/>
HANDS	<input type="checkbox"/>
HEAD	<input type="checkbox"/>
NECK	<input type="checkbox"/>
RING	<input type="checkbox"/>
RING	<input type="checkbox"/>
WAIST	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
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	<input type="checkbox"/>
	<input type="checkbox"/>

Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>		
Paragon (11-20)	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	
Epic (21-30)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>

RITUALS / ALCHEMY

Animal Messenger

CHARACTER PORTRAIT**PERSONALITY TRAITS**

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Drow - Outcast
 You were cast out from the city of your birth, most likely because of your failure to comply with the evil customs of your people or the terrible whims of Lolth's priests. Do you dream of returning and gaining revenge, or are you fleeing for your life?

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME
Zaketskra

PLAYER NAME

RACE **Drav** CLASS **Druid** LEVEL **1**

SCORE	ABILITY	MOD
HP 22	STR 8	AC 13
Spd 7	CON 10	Fort 10
Init +3	DEX 16	Ref 14
	INT 10	Will 14
	WIS 17	
	CHA 16	
		Passive Insight 13
		Passive Perception 18


Skills

3	Acrobatics	DEX
5	Arcana	INT (Trained)
-1	Athletics	STR
8	Bluff	CHA (Trained)
3	Diplomacy	CHA
8	Dungeoneering	WIS (Trained)
0	Endurance	CON
3	Heal	WIS
0	History	INT
3	Insight	WIS
5	Intimidate	CHA
8	Nature	WIS (Trained)
8	Perception	WIS (Trained)
0	Religion	INT
5	Stealth	DEX
3	Streetwise	CHA
3	Thievery	DEX

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS



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.

PLAY DATA **DUNGEONS & DRAGONS**

PLAY DATA **DUNGEONS & DRAGONS**

ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Second Wind

KEYWORDS

Standard Personal

ACTION RANGE

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 5 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK *PH*

Wild Shape

KEYWORDS Polymorph, Primal

Minor Personal

ACTION RANGE

vs

ATTACK DEFENSE TARGET

Effect: You change from your humanoid form to beast form or vice versa. When you change from beast form back to your humanoid form, you can shift 1 square. While you are in beast form, you can't use attack, utility, or feat powers that lack the beast form keyword, although you can sustain such powers. You choose a specific form whenever you use wild shape to change into beast form. The beast form is your size, resembles a natural beast or a fey beast, and normally doesn't change your game statistics. Your equipment becomes part of your beast form, but you drop anything you are holding, except implements you can use. You continue to gain the benefits of the equipment you wear, except a shield. You can use the properties and the powers of implements as well as magic items that you wear, but not the properties or the powers of weapons or the powers of wondrous items. While equipment is part of your beast form, it cannot be removed, and anything in a container that is part of your beast form is inaccessible. **Special:** You can use this power once per round.

ADDITIONAL EFFECTS

CLASS **Druid** LEVEL BOOK *PH2*

Savage Rend

KEYWORDS Beast Form, Implement, Primal

Standard * Melee touch

ACTION RANGE

3 vs **Reflex** One creature

ATTACK DEFENSE TARGET

Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier (+3) damage, and you slide the target 1 square.
Level 21: 2d8 + Wisdom modifier (+3) damage.
Special: This power can be used as a melee basic attack.

Unarmed: +3 attack, 1d8+3 damage

ADDITIONAL EFFECTS

CLASS **Druid** LEVEL **1** BOOK *PH2*

UTILITY POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

Thorn Whip

KEYWORDS Implement, Primal

Standard **10** Ranged 10

ACTION RANGE

3 vs **Fort** One creature

ATTACK DEFENSE TARGET

Attack: Wisdom vs. Fortitude
Hit: 1d8 + Wisdom modifier (+3) damage, and you pull the target 2 squares.
Level 21: 2d8 + Wisdom modifier (+3) damage.

Unarmed: +3 attack, 1d8+3 damage

ADDITIONAL EFFECTS

CLASS **Druid** LEVEL **1** BOOK *PH2*

Swarming Locusts

KEYWORDS Beast Form, Implement, Primal, Zone

Standard Close blast 3

ACTION **3** RANGE

3 vs **Reflex** Each creature in blast

ATTACK DEFENSE TARGET

Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier (+3) damage.
Level 21: 2d8 + Wisdom modifier (+3) damage.
Effect: The blast creates a zone of swarming locusts that lasts until the end of your next turn. While within the zone, enemies grant combat advantage.

Unarmed: +3 attack, 1d8+3 damage

ADDITIONAL EFFECTS

CLASS **Druid** LEVEL **1** BOOK *PP*

Cloud of Darkness

KEYWORDS

Minor Close burst 1

ACTION **1** RANGE

vs

ATTACK DEFENSE TARGET

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

CLASS **Racial Power** LEVEL ***** BOOK *FRPG*

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Darkfire		
KEYWORDS		USED
Minor	10	Ranged 10
ACTION		RANGE
7	vs Reflex	One creature
ATTACK	DEFENSE	TARGET
<p>Attack: Intelligence +4 vs. Reflex, Wisdom +4 vs. Reflex, or Charisma +4 vs. Reflex Increase to +6 bonus at 11th level and +8 bonus at 21st level. Hit: Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment. Special: When you create your character, choose Intelligence, Wisdom, or Charisma as the ability score you use when making attack rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.</p> <p>Unarmed: +7 attack</p>		
ADDITIONAL EFFECTS		
CLASS	LEVEL *	BOOK
Racial Power	*	FRPG

ENCOUNTER POWER

Spiteful Glamor		
KEYWORDS		USED
Arcane, Implement, Psychic		
Standard	10	Ranged 10
ACTION		RANGE
3	vs Will	One creature
ATTACK	DEFENSE	TARGET
<p>Attack: Charisma vs. Will Hit: 1d8 + Charisma modifier (+3) psychic damage, or 1d12 + Charisma modifier (+3) psychic damage to a target at maximum hit points. Increase damage to 2d8 + Charisma modifier (+3) at 21st level, or 2d12 + Charisma modifier (+3) to a target at maximum hit points.</p> <p>Unarmed: +3 attack, 1d8+3 damage</p>		
ADDITIONAL EFFECTS		
CLASS	LEVEL	BOOK
Warlock	1	FRPG

ENCOUNTER POWER

Thorn Spray		
KEYWORDS		USED
Implement, Primal		
Standard		Close blast 5
ACTION		RANGE
3	vs Fort	Each creature in blast
ATTACK	DEFENSE	TARGET
<p>Attack: Wisdom vs. Fortitude Hit: 1d6 + Wisdom modifier (+3) damage, and the target takes a -2 penalty to all defenses until the end of your next turn. Primal Predator: The penalty to all defenses equals 1 + your Dexterity modifier (+3).</p> <p>Unarmed: +3 attack, 1d6+3 damage</p>		
ADDITIONAL EFFECTS		
CLASS	LEVEL	BOOK
Druid	1	PP

ENCOUNTER POWER

Fog of Insects		
KEYWORDS		USED
Implement, Primal		
Standard		Close burst 3
ACTION		RANGE
3	vs Fort	Each creature in burst
ATTACK	DEFENSE	TARGET
<p>Attack: Wisdom vs. Fortitude Hit: 2d10 + Wisdom modifier (+3) damage. Miss: Half damage. Effect: You gain a +2 power bonus to all defenses until the end of the encounter.</p> <p>Unarmed: +3 attack, 2d10+3 damage</p>		
ADDITIONAL EFFECTS		
CLASS	LEVEL	BOOK
Druid	1	PP

DAILY POWER