

Player Name

Shivra

1

Druid

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

Drow

Medium

Female

5'10"

150

Evil

Lolth (Forgotten Rea

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
1	1		

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + ARMOR/ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	AC	10	4					

CONDITIONAL BONUSES

MOVEMENT

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

SPECIAL MOVEMENT

+2 Speed while you're under the effect of a primal polymorph or rage power

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
11	STR Strength	0	0
14	CON Constitution	2	2
12	DEX Dexterity	1	1
10	INT Intelligence	0	0
18	WIS Wisdom	4	4
10	CHA Charisma	0	0

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
12	REF	10	1	1				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	WILL	10	4	1				

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
19	Passive Insight	10	+

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
19	Passive Perception	10	+

SPECIAL SENSES

Darkvision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 0	0	0					

ABILITY: Ranged Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 1	0	1					

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0				

ABILITY: Ranged Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+1	1				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
0	vs AC	Unarmed (Melee)	1d4
1	vs AC	Unarmed (Range)	1d4+1
	vs		
	vs		

FEATS

Ritual Caster - Master and perform rituals

Spider's Swiftness - +1 to speed, or +2 when affected by polymorph or rage power

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
26	13	6

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

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

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 Swarm
Ritual Casting - Gain Ritual Caster as a bonus feat.

Wild Shape - Gain the wild shape power

SKILLS

BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
0	Acrobatics	DEX	1	0	-1	0
5	Arcana	INT	0	5	n/a	0
-1	Athletics	STR	0	0	-1	0
0	Bluff	CHA	0	0	n/a	0
0	Diplomacy	CHA	0	0	n/a	0
4	Dungeoneering	WIS	4	0	n/a	0
1	Endurance	CON	2	0	-1	0
4	Heal	WIS	4	0	n/a	0
0	History	INT	0	0	n/a	0
9	Insight	WIS	4	5	n/a	0
2	Intimidate	CHA	0	0	n/a	2
9	Nature	WIS	4	5	n/a	0
9	Perception	WIS	4	5	n/a	0
0	Religion	INT	0	0	n/a	0
2	Stealth	DEX	1	0	-1	2
0	Streetwise	CHA	0	0	n/a	0
0	Thievery	DEX	1	0	-1	0

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
Pounce
Thorn Whip
Swarming Locusts

ENCOUNTER POWERS

Second Wind	<input type="checkbox"/>
Cloud of Darkness	<input type="checkbox"/>
Darkfire	<input type="checkbox"/>
Scattered Form	<input type="checkbox"/>
	<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
Hide Armor (E)
Adventurer's Kit
Totem (E)

COINS AND OTHER WEALTH

Money on hand: 0 gp
Stored money: 0 gp
Encumbrance: 0 / 0

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"/>
	<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"/>

Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<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"/>	
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"/>

RITUALS / ALCHEMY

Animal Messenger
Silence

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME
Shivra

PLAYER NAME

RACE **Drow** CLASS **Druid** LEVEL **1**

SCORE	ABILITY	MOD
HP 26	STR +0	AC 14
Spd 7	CON +2	Fort 12
Init +1	DEX +1	Ref 12
	INT +0	Will 15
	WIS +4	
	CHA +0	

19 Passive Insight **19** Passive Perception


Skills

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

Second Wind

KEYWORDS

Standard Personal

ACTION **RANGE**

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 6 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS **Druid** LEVEL **1** BOOK **PH**

UTILITY POWER **DUNGEONS & DRAGONS**

PLAY DATA **DUNGEONS & DRAGONS**

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 **1** BOOK **PH2**

AT-WILL POWER **DUNGEONS & DRAGONS**

ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Pounce

KEYWORDS **Beast Form, Implement, Primal**

Standard Melee touch

ACTION **RANGE**

4 **vs** **Reflex** **One creature**

ATTACK **DEFENSE** **TARGET**

Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier (+4) damage. The target grants combat advantage to the next creature that attacks it before the end of your next turn.
Level 21: 2d8 + Wisdom modifier (+4) damage.
Special: When charging, you can use this power in place of a melee basic attack.
Totem: +4 attack, 1d8+4 damage

ADDITIONAL EFFECTS

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

AT-WILL POWER **DUNGEONS & DRAGONS**

Thorn Whip

KEYWORDS **Implement, Primal**

Standard Ranged 10

ACTION **RANGE**

4 **vs** **Fort** **One creature**

ATTACK **DEFENSE** **TARGET**

Attack: Wisdom vs. Fortitude
Hit: 1d8 + Wisdom modifier (+4) damage, and you pull the target 2 squares.
Level 21: 2d8 + Wisdom modifier (+4) damage.
Totem: +4 attack, 1d8+4 damage

ADDITIONAL EFFECTS

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

AT-WILL POWER **DUNGEONS & DRAGONS**

Swarming Locusts

KEYWORDS **Beast Form, Implement, Primal, Zone**

Standard Close blast 3

ACTION **RANGE**

4 **vs** **Reflex** **Each creature in blast**

ATTACK **DEFENSE** **TARGET**

Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier (+4) damage.
Level 21: 2d8 + Wisdom modifier (+4) 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.
Totem: +4 attack, 1d8+4 damage

ADDITIONAL EFFECTS

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

AT-WILL POWER **DUNGEONS & DRAGONS**

Cloud of Darkness

KEYWORDS

Minor Close burst 1

ACTION **RANGE**

1 **vs** **One creature**

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**

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Darkfire			
KEYWORDS			USED
Minor	↓ 10 ↗	Ranged 10	
ACTION	↶ ↷	RANGE	
8	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: +8 attack</p>			
ADDITIONAL EFFECTS			
CLASS	Racial Power	LEVEL *	BOOK <i>FRPG</i>
ENCOUNTER POWER		DUNGEONS & DRAGONS	

Scattered Form			
KEYWORDS			USED
Beast Form, Implement, Primal			
Standard	↓ ↗	Close burst 1	
ACTION	1 ↶ ↷	RANGE	
4	vs	Reflex	Each creature in burst
ATTACK	DEFENSE	TARGET	
<p>Attack: Wisdom vs. Reflex Hit: 2d6 + Wisdom modifier (+4) damage. You take half damage from the next melee or ranged attack that damages you before the end of your next turn. Primal Swarm: You take half damage from all melee attacks and ranged attacks until the end of your next turn.</p> <p>Totem: +4 attack, 2d6+4 damage</p>			
ADDITIONAL EFFECTS			
CLASS	Druid	LEVEL 1	BOOK <i>PP</i>
ENCOUNTER POWER		DUNGEONS & DRAGONS	

Fog of Insects			
KEYWORDS			USED
Implement, Primal			
Standard	↓ ↗	Close burst 3	
ACTION	3 ↶ ↷	RANGE	
4	vs	Fort	Each creature in burst
ATTACK	DEFENSE	TARGET	
<p>Attack: Wisdom vs. Fortitude Hit: 2d10 + Wisdom modifier (+4) damage. Miss: Half damage. Effect: You gain a +2 power bonus to all defenses until the end of the encounter.</p> <p>Totem: +4 attack, 2d10+4 damage</p>			
ADDITIONAL EFFECTS			
CLASS	Druid	LEVEL 1	BOOK <i>PP</i>
DAILY POWER		DUNGEONS & DRAGONS	