

Player Name **Sepu**

Fauro

6

Druid

7,500

Character Name

Level Class

Paragon Path

Epic Destiny

Total XP

Human

Medium

Male

Chaotic Evil

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	1	3	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
21	AC	13	6			1	1	

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
11	STR Strength	0	3
17	CON Constitution	3	6
13	DEX Dexterity	1	4
10	INT Intelligence	0	3
19	WIS Wisdom	4	7
8	CHA Charisma	-1	2

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	FORT	13	3			1	1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	REF	13	1	1		1	1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
20	WILL	13	4	1		1	1	

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
22	Passive Insight	10	+ 12

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
22	Passive Perception	10	+ 12

SPECIAL SENSES

ATTACK WORKSPACE

 ABILITY: **Savage Rend - Magic Staff +2**

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 9	3	4				2	

DAMAGE WORKSPACE

 ABILITY: **Savage Rend - Magic Staff +2**

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+7	4	1	2		

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
		SURGE VALUE SURGES/DAY
59	29	14 10

 CURRENT HIT POINTS **1/2 HP** **1/4 HP** CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

 TEMPORARY HIT POINTS **USED**

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES Resist 5 Necrotic, Resist 5 Poison

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
1	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Bonus Feat - Choose an extra feat at 1st level.

Bonus Skill - Trained in one additional class skill.

Bonus At-Will Power - Know one extra 1st-level attack power from your class.

Human Defense Bonuses - +1 to Fortitude, Reflex, and Will.

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
9	vs Ref	Grasping Claws (Magic Staff)	1d8+7

FEATS

Acolyte of Divine Secrets - Invoker: Religion skill, invoker at-will 1/encounter

Ritual Caster - Master and perform rituals

Toughness - Gain 5 additional hit points per tier

Action Surge - +3 to attacks when you spend an action point

Weapon Focus (Staff) - Gain +1 damage per tier with Staffs.

Staff Fighting - Treat quarterstaff as double weapon

SKILLS

BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
3	Acrobatics	DEX	4	0	-1	
3	Arcana	INT	3	0	n/a	
7	Athletics	STR	3	5	-1	
2	Bluff	CHA	2	0	n/a	
2	Diplomacy	CHA	2	0	n/a	
7	Dungeoneering	WIS	7	0	n/a	
5	Endurance	CON	6	0	-1	
12	Heal	WIS	7	5	n/a	
3	History	INT	3	0	n/a	
12	Insight	WIS	7	5	n/a	
2	Intimidate	CHA	2	0	n/a	
12	Nature	WIS	7	5	n/a	
12	Perception	WIS	7	5	n/a	
8	Religion	INT	3	5	n/a	
3	Stealth	DEX	4	0	-1	
2	Streetwise	CHA	2	0	n/a	
3	Thievery	DEX	4	0	-1	

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 Guardian - While not wearing heavy armor, use Con mod in place of Dex or Int mod to determine AC

Ritual Casting - Gain Ritual Caster as a bonus feat.

Wild Shape - Gain the wild shape power

LANGUAGES KNOWN

Common, Primordial

Wild Shape

KEYWORDS Polymorph, Primal USED

Minor		Personal
ACTION	RANGE	
9	vs Reflex	One creature
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. 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

AT-WILL POWER DUNGEONS & DRAGONS

Savage Rend

KEYWORDS Beast Form, Implement, Primal USED

Standard	*	Melee touch
ACTION	RANGE	
9	vs Reflex	One creature
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier (+4) damage, and you slide the target 1 square.
 Level 21: 2d8 + Wisdom modifier (+4) damage.
Special: This power can be used as a melee basic attack.

Magic Staff +2: +9 attack, 1d8+7 damage

ADDITIONAL EFFECTS

+3 to attack rolls if this attack was gained by spending an action point - Action Surge.

CLASS Druid LEVEL 1 BOOK PH2

AT-WILL POWER DUNGEONS & DRAGONS

Frost Flash

KEYWORDS Cold, Implement, Primal USED

Standard		Ranged 10
ACTION	RANGE	
9	vs Fort	One creature
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. Fortitude
Hit: 1d6 + Wisdom modifier (+4) cold damage, and the target is immobilized until the end of your next turn.
Primal Guardian: The attack deals extra damage equal to your Constitution modifier (+3).

Magic Staff +2: +9 attack, 1d6+10 damage

ADDITIONAL EFFECTS

+3 to attack rolls if this attack was gained by spending an action point - Action Surge.

CLASS Druid LEVEL 1 BOOK PH2

ENCOUNTER POWER DUNGEONS & DRAGONS

Grasping Claws

KEYWORDS Beast Form, Implement, Primal USED

Standard	*	Melee touch
ACTION	RANGE	
9	vs Reflex	One creature
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier (+4) damage, and the target is slowed until the end of your next turn. Level 21: 2d8 + Wisdom modifier (+4) damage.
Special: This power can be used as a melee basic attack.

Magic Staff +2: +9 attack, 1d8+7 damage

ADDITIONAL EFFECTS

+3 to attack rolls if this attack was gained by spending an action point - Action Surge.

CLASS Druid LEVEL 1 BOOK PH2

AT-WILL POWER DUNGEONS & DRAGONS

Grasping Tide

KEYWORDS Implement, Primal USED

Standard		Area burst 1 within 10 squares
ACTION	RANGE	
9	vs Fort	Each creature in burst
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. Fortitude
Hit: 1d6 + Wisdom modifier (+4) damage. Until the end of your next turn, if the target leaves the burst's area of effect, you can use an opportunity action to make a secondary attack against it. Increase damage to 2d6 + Wisdom modifier (+4) at 21st level.
Secondary Attack: Wisdom vs. Reflex
Hit: You knock the target prone.

Magic Staff +2: +9 attack, 1d6+7 damage

ADDITIONAL EFFECTS

+3 to attack rolls if this attack was gained by spending an action point - Action Surge.

CLASS Druid LEVEL 1 BOOK PH1

AT-WILL POWER DUNGEONS & DRAGONS

Tundra Wind

KEYWORDS Cold, Implement, Primal USED

Standard		Close blast 3
ACTION	RANGE	
9	vs Fort	Each creature in blast
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. Fortitude
Hit: 2d6 + Wisdom modifier (+4) cold damage, and you knock the target prone.
Primal Guardian: You also push the target a number of squares equal to your Constitution modifier (+3).

Magic Staff +2: +9 attack, 2d6+7 damage

ADDITIONAL EFFECTS

+3 to attack rolls if this attack was gained by spending an action point - Action Surge.

CLASS Druid LEVEL 3 BOOK PH2

ENCOUNTER POWER DUNGEONS & DRAGONS

Storm Spike

KEYWORDS Implement, Lightning, Primal USED

Standard		Ranged 10
ACTION	RANGE	
9	vs Reflex	One creature
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier (+4) lightning damage. If the target doesn't move at least 2 squares on its next turn, it takes lightning damage equal to your Wisdom modifier (+4). Level 21: 2d8 + Wisdom modifier (+4) damage.

Magic Staff +2: +9 attack, 1d8+7 damage

ADDITIONAL EFFECTS

+3 to attack rolls if this attack was gained by spending an action point - Action Surge.

CLASS Druid LEVEL 1 BOOK PH2

AT-WILL POWER DUNGEONS & DRAGONS

Visions of Blood

KEYWORDS Divine, Fear, Implement, Psychic USED

Standard		Close blast 3
ACTION	RANGE	
9	vs Will	Each creature in blast
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. Will
Hit: 1d6 + Wisdom modifier (+4) psychic damage, and the target takes a -1 penalty to all defenses until the start of your next turn. Level 21: 2d6 + Wisdom modifier (+4) psychic damage.

Magic Staff +2: +9 attack, 1d6+7 damage

ADDITIONAL EFFECTS

+3 to attack rolls if this attack was gained by spending an action point - Action Surge.

CLASS Invoker LEVEL 1 BOOK DP

ENCOUNTER POWER DUNGEONS & DRAGONS

Fires of Life

KEYWORDS Fire, Healing, Implement, Primal USED

Standard		Area burst 1 within 10 squares
ACTION	RANGE	
9	vs Reflex	Each enemy in burst
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. Reflex
Hit: 1d6 + Wisdom modifier (+4) fire damage, and ongoing 5 fire damage (save ends). If the target drops to 0 hit points before it saves against the ongoing damage, one creature of your choice within 5 squares of the target regains hit points equal to 5 + your Constitution modifier (+3).
Aftereffect: One creature of your choice within 5 squares of the target regains hit points equal to your Constitution modifier (+3).
Miss: Half damage.

Magic Staff +2: +9 attack, 1d6+7 damage

ADDITIONAL EFFECTS

+3 to attack rolls if this attack was gained by spending an action point - Action Surge.

CLASS Druid LEVEL 1 BOOK PH2

DAILY POWER DUNGEONS & DRAGONS

Wall of Thorns

KEYWORDS Conjunction, Implement, Primal USED

Standard 10 Area wall 8 within 10 squares

ACTION **RANGE**

ATTACK **DEFENSE** **TARGET**

Effect: You conjure a wall of thorny, writhing vines. The wall can be up to 4 squares high and must be on a solid surface, and it lasts until the end of your next turn. The wall provides cover. A creature's line of sight through a wall square is blocked unless the creature is adjacent to that square.

Entering a wall square costs 3 extra squares of movement. If a creature enters the wall's space or starts its turn there, that creature takes 1d10 + your Wisdom modifier (+4) damage and ongoing 5 damage (save ends). **Sustain Minor:** The wall persists

ADDITIONAL EFFECTS

CLASS Druid LEVEL 5 BOOK PH2

DAILY POWER DUNGEONS & DRAGONS

Skittering Sneak

KEYWORDS Primal USED

Free Personal

ACTION **RANGE**

AT-WILL ENCOUNTER DAILY

Prerequisite: You must have the wild shape power.

Effect: Until the end of the encounter, you can use wild shape to assume the form of a Tiny natural beast or fey beast, such as a mouse, a house cat, or a large spider. In this form, you gain a +5 bonus to Stealth checks. You can't attack, pick up anything, or manipulate objects.

ADDITIONAL EFFECTS

CLASS Druid LEVEL 2 BOOK PH2

UTILITY POWER DUNGEONS & DRAGONS

Camouflage Cloak

KEYWORDS Primal USED

Minor Ranged 5

ACTION **RANGE**

AT-WILL ENCOUNTER DAILY

Target: You or one ally

Effect: The target becomes invisible until he or she moves or until the end of your next turn.

ADDITIONAL EFFECTS

CLASS Druid LEVEL 6 BOOK PH2

UTILITY POWER DUNGEONS & DRAGONS

Magic Staff +2

DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		6	+2d6 damage
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES
Grasping Claws: +9 attack, 1d8+7 damage

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT Off-hand WEIGHT 0 PRICE 1800 BOOK PH

MAGIC WEAPON DUNGEONS & DRAGONS

Cloak of Distortion +1

AC BONUS	CHECK	SPEED	QUANTITY
+1 Fortitude, Reflex, and Will		4	1 Neck Slot Item
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES
A ranged attack against you from more than 5 squares away takes a -5 penalty to the attack roll.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT Neck WEIGHT 0 PRICE 840 BOOK AV

MAGIC ITEM DUNGEONS & DRAGONS

Potion of Healing (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		5	3 Potion
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

Power (Consumable • Healing): Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT WEIGHT 0 PRICE 50 BOOK PH

MAGIC ITEM DUNGEONS & DRAGONS

Deathcut Hide Armor +1

AC BONUS	CHECK	SPEED	QUANTITY
+1 AC		5	Armor
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES
Resist 5 necrotic. Resist 5 poison.

AT-WILL ENCOUNTER DAILY

POWER
Power (Daily • Necrotic): Immediate Reaction. You can use this power when an enemy hits you with a melee attack. Deal 1d10 + Charisma modifier (-1) necrotic damage to that enemy.

ITEM SLOT Body WEIGHT 25 PRICE 1000 BOOK PH

MAGIC ITEM DUNGEONS & DRAGONS