

Player Name **Sepu**

 Character Name **Fauro** Level **10** Class **Druid**
 Race **Human** Size **Medium** Age **Male**

 Paragon Path **Chaotic Evil** Epic Destiny **Paragon Path** Total XP **20,500**

 Height **5'10"** Weight **150 lb** Alignment **Chaotic Evil** Deity **None**

 Adventuring Company **None** RPGA Number **None**

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
6	1	5	

CONDITIONAL MODIFIERS

DEFENSES							
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC
23	AC	15	7			1	

CONDITIONAL BONUSSES

MOVEMENT			
SCORE	BASE	ARMOR	ITEM
6	Speed (Squares)	6	

SPECIAL MOVEMENT

ABILITY SCORES		
SCORE	ABILITY	MOD + 1/2 LVL
11	STR Strength	0
18	CON Constitution	4
13	DEX Dexterity	1
10	INT Intelligence	0
20	WIS Wisdom	5
8	CHA Charisma	-1

DEFENSES							
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
22	FORT	15	4			2	1

CONDITIONAL BONUSSES

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
25	Passive Insight	10	+ 15
25	Passive Perception	10	+ 15

SPECIAL SENSES

DEFENSES							
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
20	REF	15	1	1		2	1

CONDITIONAL BONUSSES

ATTACK WORKSPACE			
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DEFENSES							
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
24	WILL	15	5	1		2	1

CONDITIONAL BONUSSES

DAMAGE WORKSPACE			
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HIT POINTS			
MAX HP	BLOODIED	HEALING SURGES	HEALING SURGES
		SURGE VALUE	SURGES/DAY
80	40	20	11

1/2 HP **40** 1/4 HP **20**

CURRENT HIT POINTS **80** CURRENT SURGE USES **11**

SECOND WIND 1/ENCOUNTER **USED**

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES **0**

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

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

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
12	vs Ref	Savage Rend (Feyswarm Sta)	1d8+8
10	vs Ref	Savage Rend (Implement, St)	1d8+6
5	vs AC	Unarmed (Melee)	1d4
6	vs AC	Unarmed (Range)	1d4+1

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.

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
Agile Form	- Shift 1 when you use wild shape
Human Nature Lore	- Roll twice for Endurance or Nature checks
Weapon Focus (Staff)	- Gain +1 damage per tier with Staffs.
Acolyte Power	- Swap one utility power with one of multiclass
Distant Advantage	- Gain combat advantage with ranged and area attacks against flanked enemies

SKILLS						
BONUS	SKILL NAME	ABILITY	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
5	Acrobatics	DEX	6	0	-1	
5	Arcana	INT	5	0	n/a	
9	Athletics	STR	5	5	-1	
4	Bluff	CHA	4	0	n/a	
4	Diplomacy	CHA	4	0	n/a	
10	Dungeoneering	WIS	10	0	n/a	
8	Endurance	CON	9	0	-1	
15	Heal	WIS	10	5	n/a	
5	History	INT	5	0	n/a	
15	Insight	WIS	10	5	n/a	
4	Intimidate	CHA	4	0	n/a	
15	Nature	WIS	10	5	n/a	
15	Perception	WIS	10	5	n/a	
10	Religion	INT	5	5	n/a	
5	Stealth	DEX	6	0	-1	
4	Streetwise	CHA	4	0	n/a	
5	Thievery	DEX	6	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	
12	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 1 BOOK PH2

AT-WILL POWER

Storm Spike

KEYWORDS Implement, Lightning, Primal USED

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

Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier (+5) 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 (+5).
 Level 21: 2d8 + Wisdom modifier (+5) damage.

Feyswarm Staff +2: +12 attack, 1d8+8 damage

ADDITIONAL EFFECTS

CLASS Druid LEVEL 1 BOOK PH2

AT-WILL POWER

Savage Rend

KEYWORDS Beast Form, Implement, Primal USED

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

Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier (+5) damage, and you slide the target 1 square.
 Level 21: 2d8 + Wisdom modifier (+5) damage.
Special: This power can be used as a melee basic attack.

Feyswarm Staff +2: +12 attack, 1d8+8 damage

ADDITIONAL EFFECTS

CLASS Druid LEVEL 1 BOOK PH2

AT-WILL POWER

Grasping Tide

KEYWORDS Implement, Primal USED

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

Attack: Wisdom vs. Fortitude
Hit: 1d6 + Wisdom modifier (+5) 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 (+5) at 21st level.

Secondary Attack: Wisdom vs. Reflex
Hit: You knock the target prone.

Feyswarm Staff +2: +12 attack, 1d6+8 damage

ADDITIONAL EFFECTS

CLASS Druid LEVEL 1 BOOK PHS1

AT-WILL POWER

Fire Hawk

KEYWORDS Fire, Implement, Primal USED

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

Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier (+5) fire damage. Until the start of your next turn, you can use the Fire Hawk Attack against the target.
 Level 21: 2d8 + Wisdom modifier (+5) fire damage.

Feyswarm Staff +2: +12 attack, 1d8+8 damage

ADDITIONAL EFFECTS

CLASS Druid LEVEL 1 BOOK PP

AT-WILL POWER

Fire Hawk Attack

KEYWORDS Fire, Implement, Primal USED

Opportunity		Ranged 10
ACTION	RANGE	
12	vs Reflex	
ATTACK	DEFENSE	TARGET

Trigger: The target takes any action that can provoke opportunity attacks
Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier (+5) fire damage.
Requirement: The power Fire Hawk must be activated for you to use this power.

Feyswarm Staff +2: +12 attack, 1d8+8 damage

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK PP

AT-WILL POWER

Frost Flash

KEYWORDS Cold, Implement, Primal USED

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

Attack: Wisdom vs. Fortitude
Hit: 1d6 + Wisdom modifier (+5) 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 (+4).

Feyswarm Staff +2: +12 attack, 1d6+12 damage

ADDITIONAL EFFECTS

CLASS Druid LEVEL 1 BOOK PH2

ENCOUNTER POWER

Tundra Wind

KEYWORDS Cold, Implement, Primal USED

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

Attack: Wisdom vs. Fortitude
Hit: 2d6 + Wisdom modifier (+5) cold damage, and you knock the target prone.
Primal Guardian: You also push the target a number of squares equal to your Constitution modifier (+4).

Feyswarm Staff +2: +12 attack, 2d6+8 damage

ADDITIONAL EFFECTS

CLASS Druid LEVEL 3 BOOK PH2

ENCOUNTER POWER

Tremor

KEYWORDS Implement, Primal USED

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

Attack: Wisdom vs. Fortitude
Hit: 2d8 + Wisdom modifier (+5) damage, and you knock the target and each enemy adjacent to it prone.

Feyswarm Staff +2: +12 attack, 2d8+8 damage

ADDITIONAL EFFECTS

CLASS Druid LEVEL 7 BOOK PH2

ENCOUNTER POWER

Astral Wind

KEYWORDS Divine, Implement USED

Standard	10	Close blast 3
ACTION	3	RANGE
12	vs Fort	Each creature in blast
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. Fortitude
Hit: 1d6 + Wisdom modifier (+5) damage, and you push the target 1 square. If the target moves nearer to you on its next turn, it takes extra damage equal to your Constitution modifier (+4).
 Level 21: 2d6 + Wisdom modifier (+5) damage.

Feyswarm Staff +2: +12 attack, 1d6+8 damage

ADDITIONAL EFFECTS

CLASS Invoker LEVEL 1 BOOK PH2

ENCOUNTER POWER DUNGEONS & DRAGONS

Fires of Life

KEYWORDS Fire, Healing, Implement, Primal USED

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

Attack: Wisdom vs. Reflex
Hit: 1d6 + Wisdom modifier (+5) 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 (+4).
Aftereffect: One creature of your choice within 5 squares of the target regains hit points equal to your Constitution modifier (+4).
Miss: Half damage.

Feyswarm Staff +2: +12 attack, 1d6+8 damage

ADDITIONAL EFFECTS

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
	vs	
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 (+5) damage and ongoing 5 damage (save ends).
Sustain Minor: The wall persists

ADDITIONAL EFFECTS

CLASS Druid LEVEL 5 BOOK PH2

DAILY POWER DUNGEONS & DRAGONS

Primal Wolf

KEYWORDS Beast Form, Implement, Primal USED

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

Attack: Wisdom vs. Reflex
Hit: 2d8 + Wisdom modifier (+5) damage. You knock the target prone, and it can't stand up (save ends).
Miss: Half damage, and you knock the target prone.
Effect: Until the end of the encounter, you gain a +2 bonus to attack rolls against prone targets. In addition, whenever you hit an enemy with a melee attack while you are in beast form, you can knock that enemy prone.

Feyswarm Staff +2: +12 attack, 2d8+8 damage

ADDITIONAL EFFECTS

CLASS Druid LEVEL 9 BOOK PH2

DAILY POWER DUNGEONS & DRAGONS

Swarm Dispersal

KEYWORDS Primal USED

Imm Interr		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You take damage from a melee or a ranged attack
Prerequisite: You must have the wild shape power.
Effect: You gain resist 10 to all damage until the end of your next turn.

ADDITIONAL EFFECTS

CLASS Druid LEVEL 6 BOOK PP

UTILITY POWER DUNGEONS & DRAGONS

Barkskin

KEYWORDS Primal USED

Minor	5	Ranged 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: You or one ally
Effect: Until the end of your next turn, the target gains a power bonus to AC equal to your Constitution modifier (+4).

ADDITIONAL EFFECTS

CLASS Druid LEVEL 2 BOOK PH2

UTILITY POWER DUNGEONS & DRAGONS

Symbol of Hope

KEYWORDS Conjunction, Divine USED

Minor	10	Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You conjure a symbol of hope in an unoccupied square within range. The symbol lasts until the end of your next turn. Any ally within 5 squares of the symbol gains a +2 power bonus to saving throws, and any ally who starts his or her turn within 5 squares of the symbol gains 5 temporary hit points.
Sustain Minor: The symbol persists.

ADDITIONAL EFFECTS

CLASS Invoker LEVEL 6 BOOK PH2

UTILITY POWER DUNGEONS & DRAGONS

Feyswarm Staff +2

DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		9	The target is dazed by
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES

Savage Rend: +12 attack, 1d8+8 damage

AT-WILL ENCOUNTER DAILY

POWER

Power (Daily): Free Action. Use this power when an attack made with this implement hits. Magical stinging insects daze the target until the end of your next turn.

ITEM SLOT Off-hand WEIGHT 0 PRICE 4200 BOOK AV

MAGIC WEAPON DUNGEONS & DRAGONS

Potion of Healing (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		5	1 Potion
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

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.

ITEM SLOT WEIGHT 0 PRICE 50 BOOK PH

MAGIC ITEM DUNGEONS & DRAGONS

Magic Hide Armor +1

AC BONUS	CHECK	SPEED	QUANTITY
3	-1	-	1
+1 AC		1	Armor
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT	WEIGHT	PRICE	BOOK
Body	25	360	PH

MAGIC ITEM **DUNGEONS & DRAGONS**®

Amulet of Protection +2

AC BONUS	CHECK	SPEED	QUANTITY
			1
+2 Fortitude, Reflex, and Will		6	Neck Slot Item
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT	WEIGHT	PRICE	BOOK
Neck	0	1800	PH

MAGIC ITEM **DUNGEONS & DRAGONS**®