

Player Name **Sepu**

 Character Name **Fauro**  
 Race **Human** Size **Medium** Age **8** Gender **Male**  
 Level **8** Class **Druid**

 Paragon Path **Chaotic Evil** Epic Destiny **Chaotic Evil** Total XP **13,000**

 Height **5** Weight **140** Alignment **Chaotic Evil** Deity **None** Adventuring Company **None** RPGA Number **None**

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
<b>5</b>	<b>1</b>	<b>4</b>	

CONDITIONAL MODIFIERS

DEFENSES								
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>21</b>	<b>AC</b>	<b>14</b>	<b>7</b>					

CONDITIONAL BONUSES

MOVEMENT			
SCORE	BASE	ARMOR	ITEM
<b>6</b>	<b>Speed (Squares)</b>	<b>6</b>	

SPECIAL MOVEMENT

ABILITY SCORES			
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
<b>11</b>	<b>STR</b> Strength	<b>0</b>	<b>4</b>
<b>18</b>	<b>CON</b> Constitution	<b>4</b>	<b>8</b>
<b>13</b>	<b>DEX</b> Dexterity	<b>1</b>	<b>5</b>
<b>10</b>	<b>INT</b> Intelligence	<b>0</b>	<b>4</b>
<b>20</b>	<b>WIS</b> Wisdom	<b>5</b>	<b>9</b>
<b>8</b>	<b>CHA</b> Charisma	<b>-1</b>	<b>3</b>

DEFENSES								
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>19</b>	<b>FORT</b>	<b>14</b>	<b>4</b>				<b>1</b>	

CONDITIONAL BONUSES

DEFENSES								
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>17</b>	<b>REF</b>	<b>14</b>	<b>1</b>	<b>1</b>			<b>1</b>	

CONDITIONAL BONUSES

DEFENSES								
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>21</b>	<b>WILL</b>	<b>14</b>	<b>5</b>	<b>1</b>			<b>1</b>	

CONDITIONAL BONUSES

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<b>24</b>	<b>Passive Insight</b>	<b>10</b>	<b>14</b>
<b>24</b>	<b>Passive Perception</b>	<b>10</b>	<b>14</b>

SPECIAL SENSES

### ATTACK WORKSPACE

### DAMAGE WORKSPACE

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
<b>9</b>	vs <b>Ref</b>	Grasping Claws (Implement,	1d8+6

HIT POINTS			
MAX HP	BLOODIED	HEALING SURGES	
<b>70</b>	<b>35</b>	<b>17</b>	<b>11</b>

1/2 HP **35** 1/4 HP **17**

CURRENT HIT POINTS	CURRENT SURGE USES

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
<b>3</b>	<b>0</b>	<b>1</b>
	<b>1</b>	<b>2</b>
	<b>2</b>	<b>3</b>

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.

### 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

SKILLS						
BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
<b>4</b>	<b>Acrobatics</b>	DEX	<b>5</b>	<b>0</b>	<b>-1</b>	
<b>4</b>	<b>Arcana</b>	INT	<b>4</b>	<b>0</b>	n/a	
<b>8</b>	<b>Athletics</b>	STR	<b>4</b>	<b>5</b>	<b>-1</b>	
<b>3</b>	<b>Bluff</b>	CHA	<b>3</b>	<b>0</b>	n/a	
<b>3</b>	<b>Diplomacy</b>	CHA	<b>3</b>	<b>0</b>	n/a	
<b>9</b>	<b>Dungeoneering</b>	WIS	<b>9</b>	<b>0</b>	n/a	
<b>7</b>	<b>Endurance</b>	CON	<b>8</b>	<b>0</b>	<b>-1</b>	
<b>14</b>	<b>Heal</b>	WIS	<b>9</b>	<b>5</b>	n/a	
<b>4</b>	<b>History</b>	INT	<b>4</b>	<b>0</b>	n/a	
<b>14</b>	<b>Insight</b>	WIS	<b>9</b>	<b>5</b>	n/a	
<b>3</b>	<b>Intimidate</b>	CHA	<b>3</b>	<b>0</b>	n/a	
<b>14</b>	<b>Nature</b>	WIS	<b>9</b>	<b>5</b>	n/a	
<b>14</b>	<b>Perception</b>	WIS	<b>9</b>	<b>5</b>	n/a	
<b>9</b>	<b>Religion</b>	INT	<b>4</b>	<b>5</b>	n/a	
<b>4</b>	<b>Stealth</b>	DEX	<b>5</b>	<b>0</b>	<b>-1</b>	
<b>3</b>	<b>Streetwise</b>	CHA	<b>3</b>	<b>0</b>	n/a	
<b>4</b>	<b>Thievery</b>	DEX	<b>5</b>	<b>0</b>	<b>-1</b>	

### 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
<b>ACTION</b>	<b>RANGE</b>	
<b>9</b>	<b>vs Reflex</b>	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**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 DUNGEONS & DRAGONS

### Grasping Claws

KEYWORDS Beast Form, Implement, Primal USED

Standard	*	Melee touch
<b>ACTION</b>	<b>RANGE</b>	
<b>9</b>	<b>vs Reflex</b>	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Wisdom vs. Reflex  
**Hit:** 1d8 + Wisdom modifier (+5) damage, and the target is slowed until the end of your next turn. Level 21: 2d8 + Wisdom modifier (+5) damage.  
**Special:** This power can be used as a melee basic attack.

Implement, Staff: +9 attack, 1d8+6 damage

ADDITIONAL EFFECTS

CLASS Druid LEVEL 1 BOOK PH2

AT-WILL POWER DUNGEONS & DRAGONS

### Storm Spike

KEYWORDS Implement, Lightning, Primal USED

Standard		10 Ranged 10
<b>ACTION</b>	<b>RANGE</b>	
<b>9</b>	<b>vs Reflex</b>	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**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.

Implement, Staff: +9 attack, 1d8+6 damage

ADDITIONAL EFFECTS

CLASS Druid LEVEL 1 BOOK PH2

AT-WILL POWER DUNGEONS & DRAGONS

### Savage Rend

KEYWORDS Beast Form, Implement, Primal USED

Standard	*	Melee touch
<b>ACTION</b>	<b>RANGE</b>	
<b>9</b>	<b>vs Reflex</b>	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**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.

Implement, Staff: +9 attack, 1d8+6 damage

ADDITIONAL EFFECTS

CLASS Druid LEVEL 1 BOOK PH2

AT-WILL POWER DUNGEONS & DRAGONS

### Grasping Tide

KEYWORDS Implement, Primal USED

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

**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.

Implement, Staff: +9 attack, 1d6+6 damage

ADDITIONAL EFFECTS

CLASS Druid LEVEL 1 BOOK PH1

AT-WILL POWER DUNGEONS & DRAGONS

### Visions of Blood

KEYWORDS Divine, Fear, Implement, Psychic USED

Standard		3 Close blast 3
<b>ACTION</b>	<b>RANGE</b>	
<b>9</b>	<b>vs Will</b>	Each creature in blast
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Wisdom vs. Will  
**Hit:** 1d6 + Wisdom modifier (+5) psychic damage, and the target takes a -1 penalty to all defenses until the start of your next turn. Level 21: 2d6 + Wisdom modifier (+5) psychic damage.

Implement, Staff: +9 attack, 1d6+6 damage

ADDITIONAL EFFECTS

CLASS Invoker LEVEL 1 BOOK DP

ENCOUNTER POWER DUNGEONS & DRAGONS

### Frost Flash

KEYWORDS Cold, Implement, Primal USED

Standard		10 Ranged 10
<b>ACTION</b>	<b>RANGE</b>	
<b>9</b>	<b>vs Fort</b>	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**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).

Implement, Staff: +9 attack, 1d6+10 damage

ADDITIONAL EFFECTS

CLASS Druid LEVEL 1 BOOK PH2

ENCOUNTER POWER DUNGEONS & DRAGONS

### Tundra Wind

KEYWORDS Cold, Implement, Primal USED

Standard		3 Close blast 3
<b>ACTION</b>	<b>RANGE</b>	
<b>9</b>	<b>vs Fort</b>	Each creature in blast
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**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).

Implement, Staff: +9 attack, 2d6+6 damage

ADDITIONAL EFFECTS

CLASS Druid LEVEL 3 BOOK PH2

ENCOUNTER POWER DUNGEONS & DRAGONS

### Tremor

KEYWORDS Implement, Primal USED

Standard		10 Ranged 10
<b>ACTION</b>	<b>RANGE</b>	
<b>9</b>	<b>vs Fort</b>	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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

Implement, Staff: +9 attack, 2d8+6 damage

ADDITIONAL EFFECTS

CLASS Druid LEVEL 7 BOOK PH2

ENCOUNTER POWER DUNGEONS & DRAGONS

### Fires of Life

KEYWORDS Fire, Healing, Implement, Primal USED

Standard	↓ 10 ↗	Area burst 1 within 10 squares
<b>ACTION</b>	↶ 1 ↷	<b>RANGE</b>
9	vs Reflex	Each enemy in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**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.

Implement, Staff: +9 attack, 1d6+6 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
<b>ACTION</b>	↶ ↷	<b>RANGE</b>
	vs	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**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®

### Swarm Dispersal

KEYWORDS Primal USED

Imm Interr	↓ ↗	Personal
<b>ACTION</b>	↶ ↷	<b>RANGE</b>
<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®

### Wall of Light

KEYWORDS Conjunction, Divine USED

Minor	↓ 10 ↗	Area wall 5 within 10 squares
<b>ACTION</b>	↶ ↷	<b>RANGE</b>
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**Effect:** You conjure a wall of divine energy. The wall is 1 square high, and it lasts until the end of your next turn. While within the wall, any ally gains a +1 power bonus to AC, and each ally who starts his or her turn in the wall gains 5 temporary hit points.  
**Sustain Minor:** The wall persists.

ADDITIONAL EFFECTS

CLASS Invoker LEVEL 2 BOOK PH2

**UTILITY POWER** DUNGEONS & DRAGONS®

### Potion of Healing (heroic tier)

AC BONUS	CHECK	SPEED	3
ENHANCEMENT		LEVEL	Potion
PROPERTIES		TYPE	

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®