

Player Name

Thom

2

Druid

1,000

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

Human

Medium

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
7	2	1	4

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 +	ARMOR/	CLASS	FEAT	ENH	MISC	MISC
		1/2 LVL	ABIL					
16	AC	11	5					

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	1
14	CON Constitution	2	3
14	DEX Dexterity	2	3
12	INT Intelligence	1	2
18	WIS Wisdom	4	5
8	CHA Charisma	-1	0

SCORE	DEFENSE	10 +	1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	FORT	11	2					1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 +	1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	REF	11	2	1				1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 +	1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	WILL	11	4	1				1	

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
15	Passive Insight	10	5

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
20	Passive Perception	10	10

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Quarterstaff

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 4	1	0		2		1	

ABILITY: Ranged Basic Attack - Sling

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	1	2		2		1	

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
		SURGE VALUE SURGES/DAY
31	15	7 9

1/2 HP 1/4 HP

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

 USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS
+1 to all saving throws

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SKILLS

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

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	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.

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Quarterstaff

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+1	0		1		

ABILITY: Ranged Basic Attack - Sling

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+3	2		1		

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
6	vs Ref	Grasping Claws (Quarterstaff)	1d8+5
6	vs AC	Sling	1d6+3
2	vs AC	Unarmed (Melee)	1d4+1
4	vs AC	Unarmed (Range)	1d4+3

FEATS

Human Perseverance - +1 to saving throws

Ritual Caster - Master and perform rituals

Improved Initiative - +4 to initiative checks

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

LANGUAGES KNOWN

Common, Giant

CHARACTER NAME
Thom

PLAYER NAME

RACE Human CLASS Druid LEVEL 2

SCORE	ABILITY	MOD
HP	11 STR	+0
31	14 CON	+2
Spd	14 DEX	+2
6	12 INT	+1
Init	18 WIS	+4
+7	8 CHA	-1

AC 16 Fort 14 Ref 15 Will 17

15 Passive Insight 20 Passive Perception

Skills


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

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS

Action Surge: You gain a +3 bonus to attack rolls you make during any action you gain by spending an action point.



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 7 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Druid LEVEL 2 BOOK PH

PLAY DATA DUNGEONS & DRAGONS

Savage Rend

KEYWORDS Beast Form, Implement, Primal ACTION RANGE

6 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.

Quarterstaff: +6 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Druid LEVEL 1 BOOK PH2

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Wild Shape

KEYWORDS Polymorph, Primal ACTION RANGE

Minor Personal ACTION RANGE

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

UTILITY POWER DUNGEONS & DRAGONS

Grasping Claws

KEYWORDS Beast Form, Implement, Primal ACTION RANGE

6 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.

Quarterstaff: +6 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Druid LEVEL 1 BOOK PH2

AT-WILL POWER DUNGEONS & DRAGONS

Storm Spike

KEYWORDS Implement, Lightning, Primal ACTION RANGE

6 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.

Quarterstaff: +6 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Druid LEVEL 1 BOOK PH2

AT-WILL POWER DUNGEONS & DRAGONS

Spirit Briar

KEYWORDS Implement, Poison, Primal ACTION RANGE

6 vs Will One creature

ATTACK DEFENSE TARGET

Attack: Wisdom vs. Will
Hit: 1d8 + Wisdom modifier (+4) poison damage. Choose either yourself or one ally you can see. If the target ends its next turn adjacent to the chosen creature, it takes poison damage equal to your Dexterity modifier (+2).
Level 21: 2d8 + Wisdom modifier (+4) damage.

Quarterstaff: +6 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Druid LEVEL 1 BOOK Dragon 386

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Twisting Vines			
KEYWORDS Implement, Primal			USED
Standard	10	Area burst 1 within 10 squares	
ACTION	1	RANGE	
6	vs	Reflex	Each creature in burst
ATTACK	DEFENSE	TARGET	
<p>Attack: Wisdom vs. Reflex Hit: 1d8 + Wisdom modifier (+4) damage, and each square adjacent to the target becomes difficult terrain until the end of your next turn.</p> <p>Quarterstaff: +6 attack, 1d8+5 damage</p>			
ADDITIONAL EFFECTS			
CLASS Druid	LEVEL 1	BOOK PH2	
ENCOUNTER POWER		DUNGEONS & DRAGONS	

Savage Frenzy			
KEYWORDS Beast Form, Implement, Primal			USED
Standard	1	Close burst 1	
ACTION	1	RANGE	
6	vs	Reflex	Each enemy in burst you can see
ATTACK	DEFENSE	TARGET	
<p>Attack: Wisdom vs. Reflex Hit: 1d6 + Wisdom modifier (+4) damage, and the target is dazed and slowed (save ends both). Miss: Half damage, and the target is slowed until the end of your next turn.</p> <p>Quarterstaff: +6 attack, 1d6+5 damage</p>			
ADDITIONAL EFFECTS			
CLASS Druid	LEVEL 1	BOOK PH2	
DAILY POWER		DUNGEONS & DRAGONS	

Obscuring Mist			
KEYWORDS Primal, Zone			USED
Standard	10	Area burst 1 within 10 squares	
ACTION	1	RANGE	
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	
<p>Effect: The burst creates a zone of lightly obscured squares that lasts until the end of your next turn. Sustain Minor: The zone persists, and you can increase its size by 1 to a maximum of burst 5.</p>			
ADDITIONAL EFFECTS			
CLASS Druid	LEVEL 2	BOOK PH2	
UTILITY POWER		DUNGEONS & DRAGONS	