

Player Name

Zaketskra 1 Druid 0  
 Character Name Level Class Total XP  
 Drow Medium 34 Female 5'6" 140 lbs. Good Paragon Path Epic Destiny Total XP  
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
3	3		

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + ARMOR/1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	AC	10	3					

CONDITIONAL BONUSES

### MOVEMENT

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

SPECIAL MOVEMENT

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
8	STR Strength	-1	-1
10	CON Constitution	0	0
16	DEX Dexterity	3	3
10	INT Intelligence	0	0
17	WIS Wisdom	3	3
16	CHA Charisma	3	3

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	REF	10	3	1				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	WILL	10	3	1				

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Insight	10	3
18	Passive Perception	10	8

SPECIAL SENSES  
Darkvision

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

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

ABILITY: Ranged Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 3	0	3					

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
SURGE VALUE	SURGES/DAY	
22	11	5
		7

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

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

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4-1	-1				

ABILITY: Ranged Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+3	3				

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
-1	vs AC	Unarmed (Melee)	1d4-1
3	vs AC	Unarmed (Range)	1d4+3
	vs		
	vs		

### SKILLS

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

### 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 Predator** - While not wearing heavy armor, gain +1 speed

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

**Wild Shape** - Gain the wild shape power

**Pact Initiate (dark pact)** - Gain Spiteful Glamor as an encounter power, can use warlock implements for warlock powers

### FEATS

**Ritual Caster** - Master and perform rituals

**Pact Initiate** - Warlock: skill training, pact at-will power 1/ encounter

### LANGUAGES KNOWN

Common, Elven



CHARACTER NAME  
**Zaketskra**

PLAYER NAME

RACE **Drav** CLASS **Druid** LEVEL **1**

SCORE	ABILITY	MOD
<b>HP</b> 22	<b>STR</b> <b>8</b>	<b>AC</b> <b>13</b>
<b>Spd</b> 7	<b>CON</b> <b>10</b>	<b>Fort</b> <b>10</b>
<b>Init</b> +3	<b>DEX</b> <b>16</b>	<b>Ref</b> <b>14</b>
	<b>INT</b> <b>10</b>	<b>Will</b> <b>14</b>
	<b>WIS</b> <b>17</b>	
	<b>CHA</b> <b>16</b>	

**13** Passive Insight    **18** Passive Perception


Skills

3	Acrobatics	DEX
5	Arcana	INT (Trained)
-1	Athletics	STR
8	Bluff	CHA (Trained)
3	Diplomacy	CHA
8	Dungeoneering	WIS (Trained)
0	Endurance	CON
3	Heal	WIS
0	History	INT
3	Insight	WIS
5	Intimidate	CHA
8	Nature	WIS (Trained)
8	Perception	WIS (Trained)
0	Religion	INT
5	Stealth	DEX
3	Streetwise	CHA
3	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 5 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**

Savage Rend

KEYWORDS Beast Form, Implement, Primal

Standard     Melee touch

**ACTION**     **RANGE**

**3** **vs** **Reflex** One creature

**ATTACK** **DEFENSE** **TARGET**

**Attack:** Wisdom vs. Reflex  
**Hit:** 1d8 + Wisdom modifier (+3) damage, and you slide the target 1 square.  
Level 21: 2d8 + Wisdom modifier (+3) damage.  
**Special:** This power can be used as a melee basic attack.

Unarmed: +3 attack, 1d8+3 damage

ADDITIONAL EFFECTS

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

AT-WILL POWER **DUNGEONS & DRAGONS**

Thorn Whip

KEYWORDS Implement, Primal

Standard     Ranged 10

**ACTION**     **RANGE**

**3** **vs** **Fort** One creature

**ATTACK** **DEFENSE** **TARGET**

**Attack:** Wisdom vs. Fortitude  
**Hit:** 1d8 + Wisdom modifier (+3) damage, and you pull the target 2 squares.  
Level 21: 2d8 + Wisdom modifier (+3) damage.

Unarmed: +3 attack, 1d8+3 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**

**3** **vs** **Reflex** Each creature in blast

**ATTACK** **DEFENSE** **TARGET**

**Attack:** Wisdom vs. Reflex  
**Hit:** 1d8 + Wisdom modifier (+3) damage.  
Level 21: 2d8 + Wisdom modifier (+3) 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.

Unarmed: +3 attack, 1d8+3 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** **Reflex**

**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
<b>ACTION</b>		<b>RANGE</b>
7	vs Reflex	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
<p><b>Attack:</b> 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.  <b>Hit:</b> Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment.  <b>Special:</b> 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: +7 attack</p>		
ADDITIONAL EFFECTS		
CLASS	LEVEL *	BOOK
Racial Power	*	FRPG

**ENCOUNTER POWER**

Spiteful Glamor		
KEYWORDS		USED
Arcane, Implement, Psychic		
Standard	10	Ranged 10
<b>ACTION</b>		<b>RANGE</b>
3	vs Will	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
<p><b>Attack:</b> Charisma vs. Will  <b>Hit:</b> 1d8 + Charisma modifier (+3) psychic damage, or 1d12 + Charisma modifier (+3) psychic damage to a target at maximum hit points.            Increase damage to 2d8 + Charisma modifier (+3) at 21st level, or 2d12 + Charisma modifier (+3) to a target at maximum hit points.</p> <p>Unarmed: +3 attack, 1d8+3 damage</p>		
ADDITIONAL EFFECTS		
CLASS	LEVEL	BOOK
Warlock	1	FRPG

**ENCOUNTER POWER**

Thorn Spray		
KEYWORDS		USED
Implement, Primal		
Standard		Close blast 5
<b>ACTION</b>	5	<b>RANGE</b>
3	vs Fort	Each creature in blast
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
<p><b>Attack:</b> Wisdom vs. Fortitude  <b>Hit:</b> 1d6 + Wisdom modifier (+3) damage, and the target takes a -2 penalty to all defenses until the end of your next turn.  <b>Primal Predator:</b> The penalty to all defenses equals 1 + your Dexterity modifier (+3).</p> <p>Unarmed: +3 attack, 1d6+3 damage</p>		
ADDITIONAL EFFECTS		
CLASS	LEVEL	BOOK
Druid	1	PP

**ENCOUNTER POWER**

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

**DAILY POWER**