

Player Name

Vharg

Character Name

4

Level Class

Druid

Paragon Path

Epic Destiny

3,750

Total XP

Dwarf

Medium

22

Age

Male

Gender

4'9

Height

220

Weight

Unaligned

Alignment

Deity

Adventuring Company

RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
2	Initiative	2	

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + ARMOR/ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
20	AC	12	7			1		

CONDITIONAL BONUSES

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	5		

SPECIAL MOVEMENT

### ABILITY SCORES

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

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	FORT	12	4			1		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	REF	12		1		1		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	WILL	12	4	1		1		

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
16	Passive Insight	10 +	6

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
21	Passive Perception	10 +	11

 SPECIAL SENSES  
Low-light Vision

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

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

ABILITY: Ranged Basic Attack - Unarmed

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

### 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	0				

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
6	vs AC	Staff of Ruin +1	1d8+3
3	vs AC	Unarmed (Melee)	1d4+1
2	vs AC	Unarmed (Range)	1d4
	vs		

### FEATS

**Ritual Caster** - Master and perform rituals

**Vampiric Heritage**
**Implement Expertise (staff)** - +1 to attack rolls with staves

**Ferocious Tiger Form** - +2 damage with combat advantage in beast form

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	
1/2 HP	1/4 HP	SURGE VALUE	SURGES/DAY
45	22	11	11

CURRENT HIT POINTS

CURRENT SURGE USES

### SECOND WIND 1/ENCOUNTER

 USED 

TEMPORARY HIT POINTS

### DEATH SAVING THROW FAILURES

SAVING THROW MODS +5 Racial bonus against poison

RESISTANCES Resist 5 Poison

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

**Dwarven Weapon Proficiency** - Proficient with hammers.

**Cast-Iron Stomach** - +5 bonus to saving throws against poison.

**Encumbered Speed** - Armor or heavy load doesn't reduce your speed. (Other effects still can.)

**Dwarven Resilience** - Second wind is minor action.

**Stand Your Ground** - Can move 1 less when forced to move. Immediate saving throw to avoid being knocked prone.

### 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, Dwarven

### SKILLS

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

**POWER INDEX**

List your powers below.  
Check the box when the power is used.  
Clear the box when the power renews.

**AT-WILL POWERS**

Wild Shape	<input type="checkbox"/>
Pounce	<input type="checkbox"/>
Chill Wind	<input type="checkbox"/>
Grasping Claws	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

**ENCOUNTER POWERS**

Blood Drain	<input type="checkbox"/>
Darting Bite	<input type="checkbox"/>
Tundra Wind	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

**DAILY POWERS**

Fires of Life	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

**UTILITY POWERS**

Barkskin	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

**OTHER EQUIPMENT**

Adventurer's Kit

**COINS AND OTHER WEALTH**

Money on hand: 100 gp
Stored money: 0 gp
Encumbrance: 60 lb. / 130 lb.

**MAGIC ITEM INDEX**

List your powers below.  
Check the box when the power is used.  
Clear the box when the power renews.

**MAGIC ITEMS**

WEAPON	Staff of Ruin +1 (Two-Hands) (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Pouncing Beast Hide Armor +1 (E)	<input type="checkbox"/>
ARMS	Couters of Second Chances (heroic tier) (E)	<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS		<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK	Amulet of Health +1 (E)	<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
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		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>

*Daily Item Powers Per Day*

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>		
Paragon (11-20)	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	
Epic (21-30)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>

**RITUALS / ALCHEMY**

Animal Messenger

**CHARACTER PORTRAIT**



**PERSONALITY TRAITS**


**MANNERISMS AND APPEARANCE**


**CHARACTER BACKGROUND**


**COMPANIONS AND ALLIES**


**SESSION AND CAMPAIGN NOTES**


CHARACTER NAME

Vharg

PLAYER NAME

RACE Dwarf CLASS LEVEL 4

<b>HP</b> 45	<b>STR</b> 13	<b>AC</b> 20
<b>Spd</b> 5	<b>CON</b> 18	<b>Fort</b> 17
<b>Init</b> +2	<b>DEX</b> 10	<b>Ref</b> 14
	<b>INT</b> 8	<b>Will</b> 18
	<b>WIS</b> 19	
	<b>CHA</b> 13	
<b>16</b> Passive Insight	<b>21</b> Passive Perception	



Second Wind

KEYWORDS USED

Minor	↑	✈	Personal
<b>ACTION</b>	←	✳	<b>RANGE</b>
	vs		Self
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

Effect: You spend a healing surge and regain 11 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS  
Second wind is a minor action for dwarves.

CLASS LEVEL BOOK PH

PLAY DATA DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

ENCOUNTER ACTION DUNGEONS & DRAGONS

Wild Shape

KEYWORDS Polymorph, Primal USED

Minor	↑	✈	Personal
<b>ACTION</b>	←	✳	<b>RANGE</b>
	vs		
<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.

CLASS Druid LEVEL BOOK PH2

AT-WILL POWER DUNGEONS & DRAGONS

Pounce

KEYWORDS Beast Form, Implement, Primal USED

Standard	*	↑	✈	Melee touch
<b>ACTION</b>	←	✳	<b>RANGE</b>	
8	vs	Reflex	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		

Attack: Wisdom vs. Reflex  
Hit: 1d8 + Wisdom modifier (+4) damage. The target grants combat advantage to the next creature that attacks it before the end of your next turn.  
Level 21: 2d8 + Wisdom modifier (+4) damage.  
Special: When charging, you can use this power in place of a melee basic attack.

Staff of Ruin +1: +8 attack, 1d8+6 damage

CLASS Druid LEVEL 1 BOOK PH2

AT-WILL POWER DUNGEONS & DRAGONS

Chill Wind

KEYWORDS Cold, Implement, Primal USED

Standard	↑	10	✈	Area burst 1 within 10 squares
<b>ACTION</b>	←	1	✳	<b>RANGE</b>
8	vs	Fort	Each creature in burst	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		

Attack: Wisdom vs. Fortitude  
Hit: 1d6 cold damage, and you slide the target 1 square.  
Level 21: 2d6 cold damage.

Staff of Ruin +1: +8 attack, 1d6+2 damage

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>	
8	vs	Reflex	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		

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.

Staff of Ruin +1: +8 attack, 1d8+6 damage

CLASS Druid LEVEL 1 BOOK PH2

AT-WILL POWER DUNGEONS & DRAGONS

Blood Drain

KEYWORDS Healing USED

Standard	*	↑	✈	Melee touch
<b>ACTION</b>	←	✳	<b>RANGE</b>	
	vs		One living creature you have grabbed	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		

Attack: Strength +2 vs. Fortitude, Constitution +2 vs. Fortitude, or Dexterity +2 vs. Fortitude  
Hit: 1d4 + Constitution modifier (+4) damage, and you can spend a healing surge.  
Increase to +4 bonus and 2d4 + Constitution modifier (+4) damage at 11th level; +6 bonus and 3d4 + Constitution modifier (+4) damage at 21st level.  
Special: When you select the Vampiric Heritage feat, you determine whether you use Strength, Constitution, or Dexterity to attack with this power.

CLASS LEVEL \* BOOK Dragon 371

ENCOUNTER POWER DUNGEONS & DRAGONS

Darting Bite

KEYWORDS Beast Form, Implement, Primal USED

Standard	*	↑	✈	Melee touch
<b>ACTION</b>	←	✳	<b>RANGE</b>	
8	vs	Reflex	One or two creatures	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		

Attack: Wisdom vs. Reflex  
Hit: 1d10 + Wisdom modifier (+4) damage. If at least one of the attacks hits, you can shift 2 squares.

Primal Predator: The number of squares you can shift equals your Dexterity modifier (+0).

Staff of Ruin +1: +8 attack, 1d10+6 damage

CLASS Druid LEVEL 1 BOOK PH2

ENCOUNTER POWER DUNGEONS & DRAGONS

### Tundra Wind

KEYWORDS Cold, Implement, Primal USED

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

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 (+4).  
Staff of Ruin +1: +8 attack, 2d6+6 damage

ADDITIONAL EFFECTS

CLASS Druid LEVEL 3 BOOK PH2

### Fires of Life

KEYWORDS Fire, Healing, Implement, Primal USED

Standard	Area burst 1 within 10 squares
<b>ACTION</b>	<b>RANGE</b>
8 vs Reflex	Each enemy in burst
<b>ATTACK</b>	<b>DEFENSE</b>
<b>TARGET</b>	

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 (+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.  
Staff of Ruin +1: +8 attack, 1d6+6 damage

ADDITIONAL EFFECTS

CLASS Druid LEVEL 1 BOOK PH2

### Barkskin

KEYWORDS Primal USED

Standard	Ranged 5
<b>ACTION</b>	<b>RANGE</b>
<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

### Pouncing Beast Hide Armor +1

BONUS	+1 AC	CRITICAL
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PROPERTIES  
When you use wild shape to change into beast form, you can shift 1 square.

KEYWORDS USED

**ACTION**

AT-WILL  ENCOUNTER  DAILY

POWER  
Power (Daily • Beast Form): Move Action. You shift 5 squares and must end in a space adjacent to an enemy.

ITEM SLOT/TYPE Body LEVEL 4 PRICE 840 BOOK

### Staff of Ruin +1

BONUS	+1 attack rolls and damage	+1d10 damage
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PROPERTIES  
In addition to the normal enhancement bonus, add the staff's enhancement bonus to damage rolls as an item bonus.

KEYWORDS USED

**ACTION**

AT-WILL  ENCOUNTER  DAILY

POWER  
Item Slot: Two-Hands

ITEM SLOT/TYPE Two-Hands LEVEL 3 PRICE 680 BOOK

### Couters of Second Chances (heroic tier)

BONUS	ENHANCEMENT	CRITICAL
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PROPERTIES

KEYWORDS USED

**ACTION**

AT-WILL  ENCOUNTER  DAILY

POWER  
Item Slot: Arms  
Power (Daily): Free Action. Use this power when you miss with a melee attack. Reroll the attack, and use the second result, even if it's lower.

ITEM SLOT/TYPE Arms LEVEL 5 PRICE 1000 BOOK

### Amulet of Health +1

BONUS	+1 Fortitude, Reflex, and Wisdom	CRITICAL
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PROPERTIES  
Gain resist 5 poison.

KEYWORDS USED

**ACTION**

AT-WILL  ENCOUNTER  DAILY

POWER  
Item Slot: Neck

ITEM SLOT/TYPE Neck LEVEL 3 PRICE 680 BOOK

ADDITIONAL EFFECTS

CLASS Druid LEVEL 2 BOOK PH2

**UTILITY POWER**