

Player Name

Shivra

1

Druid

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

Drow

Medium

Female

5'10"

150

Evil

Lolth (Forgotten Re:

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
1	1		

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + ARMOR/ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	AC	10	4					

CONDITIONAL BONUSES

MOVEMENT

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

SPECIAL MOVEMENT

+2 Speed while you're under the effect of a primal polymorph or rage power

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
11	STR Strength	0	0
14	CON Constitution	2	2
12	DEX Dexterity	1	1
10	INT Intelligence	0	0
18	WIS Wisdom	4	4
10	CHA Charisma	0	0

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
19	Passive Insight	10	+

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
19	Passive Perception	10	+

SPECIAL SENSES

Darkvision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

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

ABILITY: Ranged Basic Attack - Unarmed

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

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0				

ABILITY: Ranged Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+1	1				

BASIC ATTACKS

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

FEATS

Ritual Caster - Master and perform rituals

Spider's Swiftness - +1 to speed, or +2 when affected by polymorph or rage power

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
26	13	6

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

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

Wild Shape - Gain the wild shape power

LANGUAGES KNOWN

Common, Elven

SKILLS

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

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
Pounce
Thorn Whip
Swarming Locusts

ENCOUNTER POWERS

Second Wind	<input type="checkbox"/>
Cloud of Darkness	<input type="checkbox"/>
Darkfire	<input type="checkbox"/>
Scattered Form	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Fog of Insects	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

	<input type="checkbox"/>
	<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

Ritual Book
Hide Armor (E)
Adventurer's Kit
Totem (E)

COINS AND OTHER WEALTH

Money on hand: 0 gp
Stored money: 0 gp
Encumbrance: 0 / 0

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	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
ARMOR	<input type="checkbox"/>
ARMS	<input type="checkbox"/>
FEET	<input type="checkbox"/>
HANDS	<input type="checkbox"/>
HEAD	<input type="checkbox"/>
NECK	<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"/>
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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"/>	/	<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"/>	/	<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"/>	/	<input type="checkbox"/>

RITUALS / ALCHEMY

Animal Messenger
Silence

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

Darkfire			
KEYWORDS		USED	
Minor	↓ 10 ↗	Ranged 10	
ACTION	↶ ↷	RANGE	
8	vs Reflex	One creature	
ATTACK	DEFENSE	TARGET	
<p>Attack: 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. Hit: Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment. Special: 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: +8 attack</p>			
ADDITIONAL EFFECTS			
CLASS	Racial Power	LEVEL *	BOOK <i>FRPG</i>
ENCOUNTER POWER			

Scattered Form			
KEYWORDS		USED	
Beast Form, Implement, Primal			
Standard	↓ ↗	Close burst 1	
ACTION	1 ↶ ↷	RANGE	
4	vs Reflex	Each creature in burst	
ATTACK	DEFENSE	TARGET	
<p>Attack: Wisdom vs. Reflex Hit: 2d6 + Wisdom modifier (+4) damage. You take half damage from the next melee or ranged attack that damages you before the end of your next turn. Primal Swarm: You take half damage from all melee attacks and ranged attacks until the end of your next turn.</p> <p>Totem: +4 attack, 2d6+4 damage</p>			
ADDITIONAL EFFECTS			
CLASS	Druid	LEVEL 1	BOOK <i>PP</i>
ENCOUNTER POWER			

Fog of Insects			
KEYWORDS		USED	
Implement, Primal			
Standard	↓ ↗	Close burst 3	
ACTION	3 ↶ ↷	RANGE	
4	vs Fort	Each creature in burst	
ATTACK	DEFENSE	TARGET	
<p>Attack: Wisdom vs. Fortitude Hit: 2d10 + Wisdom modifier (+4) damage. Miss: Half damage. Effect: You gain a +2 power bonus to all defenses until the end of the encounter.</p> <p>Totem: +4 attack, 2d10+4 damage</p>			
ADDITIONAL EFFECTS			
CLASS	Druid	LEVEL 1	BOOK <i>PP</i>
DAILY POWER			