

Player Name

Shivra

11

Druid

Whirling Samara

26,000

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

Drow

Medium

Female

5'10"

150

Evil

Loth (Forgotten Re

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
6	1	5	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
19	AC	15	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
12	STR Strength	1	6
17	CON Constitution	3	8
13	DEX Dexterity	1	6
11	INT Intelligence	0	5
21	WIS Wisdom	5	10
11	CHA Charisma	0	5

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	FORT	15	3					

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
21	WILL	15	5	1				

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
25	Passive Insight	10	+

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
25	Passive Perception	10	+

SPECIAL SENSES

Darkvision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	5	1					

ABILITY: Ranged Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	5	1					

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
79	39	19

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

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.**Lothtouched** - 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**Shed Bulk for Speed****Parting Swarm**

BASIC ATTACKS

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

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

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
	vs		

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
	vs		

BASIC ATTACKS

FEATS

Ritual Caster - Master and perform rituals**Spider's Swiftness** - +1 to speed, or +2 when affected by polymorph or rage power**Druid of Darkness** - +2 damage when you have combat advantage in beast form**Implement Expertise (Totem)** - +1 to attack rolls with totems**Stinging Swarm** - While you're in beast form, enemies that damage you grant combat advantage to you**Quick Stow** - Items change with you in beast form**Loth's Meat** - Drop enemy to 0 hit points, gain +1 bonus to attack rolls until end of next turn**Venomous Fang Form**

SKILLS

BONUS	SKILL NAME	ABILITY	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
5	Acrobatics	DEX	6	0	-1	0
10	Arcana	INT	5	5	n/a	0
5	Athletics	STR	6	0	-1	0
5	Bluff	CHA	5	0	n/a	0
5	Diplomacy	CHA	5	0	n/a	0
10	Dungeoneering	WIS	10	0	n/a	0
7	Endurance	CON	8	0	-1	0
10	Heal	WIS	10	0	n/a	0
5	History	INT	5	0	n/a	0
15	Insight	WIS	10	5	n/a	0
7	Intimidate	CHA	5	0	n/a	2
15	Nature	WIS	10	5	n/a	0
15	Perception	WIS	10	5	n/a	0
5	Religion	INT	5	0	n/a	0
7	Stealth	DEX	6	0	-1	2
5	Streetwise	CHA	5	0	n/a	0
5	Thievery	DEX	6	0	-1	0

LANGUAGES KNOWN

Common, Elven

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"/>
Thorn Whip	<input type="checkbox"/>
Swarming Locusts	<input type="checkbox"/>
	<input type="checkbox"/>

ENCOUNTER POWERS

Second Wind	<input type="checkbox"/>
Cloud of Darkness	<input type="checkbox"/>
Darkfire	<input type="checkbox"/>
Scattered Form	<input type="checkbox"/>
Flowing Swarm	<input type="checkbox"/>
Poison Sting	<input type="checkbox"/>
Protective Spiral	<input type="checkbox"/>

DAILY POWERS

Fog of Insects	<input type="checkbox"/>
Form of the Primeval Spider	<input type="checkbox"/>
Primeval Spider Attack	<input type="checkbox"/>
Flurry of Stingers	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Skittering Sneak	<input type="checkbox"/>
Camouflage Cloak	<input type="checkbox"/>
Swarm Swap	<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"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<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
Silence

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME
Shivra

PLAYER NAME

RACE **Drow** CLASS **Druid** LEVEL **11**

SCORE	ABILITY	MOD
HP 79	12 STR	+1
Spd 7	17 CON	+3
Init +6	13 DEX	+1
	11 INT	+0
	21 WIS	+5
	11 CHA	+0

AC 19
Fort 18
Ref 17
Will 21

25 Passive Insight **25** Passive Perception

Skills


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

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS

Shed Bulk for Speed: When you spend an action point to take an extra action, you can reroll two different attack rolls before the end of your next turn. When you make one of these rerolls, you take 1d10 + one-half your level damage and use either result.



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

ADDITIONAL EFFECTS

CLASS LEVEL BOOK *PH*

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 BOOK *PH2*

ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Pounce

KEYWORDS Beast Form, Implement, Primal

Standard Melee touch

ACTION **RANGE**

11 vs **Reflex** One creature

ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier (+5) 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 (+5) damage.
Special: When charging, you can use this power in place of a melee basic attack.

Totem: +11 attack, 1d8+5 damage

ADDITIONAL EFFECTS
+1 Feat bonus to attack rolls if you reduced an enemy to 0 hit points or fewer since your last turn - Lolth's Meat.

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

UTILITY POWER **DUNGEONS & DRAGONS**

Thorn Whip

KEYWORDS Implement, Primal

Standard Ranged 10

ACTION **RANGE**

11 vs **Fort** One creature

ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. Fortitude
Hit: 1d8 + Wisdom modifier (+5) damage, and you pull the target 2 squares.
Level 21: 2d8 + Wisdom modifier (+5) damage.

Totem: +11 attack, 1d8+5 damage

ADDITIONAL EFFECTS
+1 Feat bonus to attack rolls if you reduced an enemy to 0 hit points or fewer since your last turn - Lolth's Meat.

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

AT-WILL POWER **DUNGEONS & DRAGONS**

Swarming Locusts

KEYWORDS Beast Form, Implement, Primal, Zone

Standard Close blast 3

ACTION **3** **RANGE**

11 vs **Reflex** Each creature in blast

ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier (+5) damage.
Level 21: 2d8 + Wisdom modifier (+5) 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.

Totem: +11 attack, 1d8+5 damage

ADDITIONAL EFFECTS
+1 Feat bonus to attack rolls if you reduced an enemy to 0 hit points or fewer since your last turn - Lolth's Meat.

CLASS **Druid** LEVEL **1** BOOK *PP*

AT-WILL POWER **DUNGEONS & DRAGONS**

Cloud of Darkness

KEYWORDS

Minor Close burst 1

ACTION **1** **RANGE**

vs

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*

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Darkfire		
KEYWORDS		USED
Minor	10	Ranged 10
ACTION		RANGE
16 vs Reflex	One creature	
ATTACK	DEFENSE	TARGET
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. Unarmed: +16 attack		
ADDITIONAL EFFECTS		
+1 Feat bonus to attack rolls if you reduced an enemy to 0 hit points or fewer since your last turn - Lolth's Meat.		
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
11 vs Reflex	Each creature in burst	
ATTACK	DEFENSE	TARGET
Attack: Wisdom vs. Reflex Hit: 2d6 + Wisdom modifier (+5) 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. Totem: +11 attack, 2d6+5 damage		
ADDITIONAL EFFECTS		
+1 Feat bonus to attack rolls if you reduced an enemy to 0 hit points or fewer since your last turn - Lolth's Meat.		
CLASS	Druid	LEVEL 1 BOOK <i>PP</i>

ENCOUNTER POWER

Flowing Swarm		
KEYWORDS		USED
Beast Form, Implement, Primal		
Standard		Close blast 3
ACTION	3	RANGE
11 vs Fort	Each creature in blast	
ATTACK	DEFENSE	TARGET
Attack: Wisdom vs. Fortitude Hit: 2d6 + Wisdom modifier (+5) damage. Effect: If you hit at least one target, you shift 4 squares to a square in the blast or adjacent to it. Primal Swarm: During the shift, you can move through enemies' spaces. If you move through the space of a target hit by the attack, that target takes damage equal to your Constitution modifier (+3). Totem: +11 attack, 2d6+5 damage		
ADDITIONAL EFFECTS		
+1 Feat bonus to attack rolls if you reduced an enemy to 0 hit points or fewer since your last turn - Lolth's Meat.		
CLASS	Druid	LEVEL 3 BOOK <i>PP</i>

ENCOUNTER POWER

Poison Sting		
KEYWORDS		USED
Beast Form, Implement, Poison, Primal		
Standard		Close burst 2
ACTION	2	RANGE
11 vs Fort	Each creature in burst	
ATTACK	DEFENSE	TARGET
Attack: Wisdom vs. Fortitude Hit: 1d10 + Wisdom modifier (+5) poison damage. The next time the target moves before the start of your next turn, it takes 1d10 poison damage. Primal Swarm: Add your Constitution modifier (+3) to the poison damage the target takes when it moves. Totem: +11 attack, 1d10+5 damage		
ADDITIONAL EFFECTS		
+1 Feat bonus to attack rolls if you reduced an enemy to 0 hit points or fewer since your last turn - Lolth's Meat.		
CLASS	Druid	LEVEL 7 BOOK <i>PP</i>

ENCOUNTER POWER

Protective Spiral		
KEYWORDS		USED
Beast Form, Implement, Primal		
Standard	*	Melee 2
ACTION		RANGE
11 vs Reflex	One or two creatures	
ATTACK	DEFENSE	TARGET
Attack: Wisdom vs. Reflex Hit: 2d10 + Wisdom modifier (+5) damage. An ally within 2 squares of you gains temporary hit points equal to your Wisdom modifier (+5). Totem: +11 attack, 2d10+5 damage		
ADDITIONAL EFFECTS		
+1 Feat bonus to attack rolls if you reduced an enemy to 0 hit points or fewer since your last turn - Lolth's Meat.		
CLASS	Whirling Samara	LEVEL 11 BOOK <i>PP</i>

ENCOUNTER POWER

Fog of Insects		
KEYWORDS		USED
Implement, Primal		
Standard		Close burst 3
ACTION	3	RANGE
11 vs Fort	Each creature in burst	
ATTACK	DEFENSE	TARGET
Attack: Wisdom vs. Fortitude Hit: 2d10 + Wisdom modifier (+5) damage. Miss: Half damage. Effect: You gain a +2 power bonus to all defenses until the end of the encounter. Totem: +11 attack, 2d10+5 damage		
ADDITIONAL EFFECTS		
+1 Feat bonus to attack rolls if you reduced an enemy to 0 hit points or fewer since your last turn - Lolth's Meat.		
CLASS	Druid	LEVEL 1 BOOK <i>PP</i>

DAILY POWER

Form of the Primeval Spider		
KEYWORDS		USED
Beast Form, Implement, Primal		
Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET
Effect: You assume the form of the primeval spider until the end of the encounter, or until you use the wild shape power again. While you are in this form, you gain a +1 bonus to saving throws and gain a climb speed equal to your normal speed. Once before the end of the encounter, you can use the Primeval Spider Attack power.		
ADDITIONAL EFFECTS		
CLASS	Druid	LEVEL 5 BOOK <i>Dragon 383</i>

DAILY POWER





Primeval Spider Attack		
KEYWORDS		USED
Beast Form, Implement, Primal		
Standard	*	Melee touch
ACTION		RANGE
11 vs Reflex	One creature	
ATTACK	DEFENSE	TARGET
Requirement: The power Form of the Primeval Spider must be active in order to use this power. Attack: Wisdom vs. Reflex Hit: 2d8 + Wisdom modifier (+5) damage, and the target is immobilized (save ends). Totem: +11 attack, 2d8+5 damage		
ADDITIONAL EFFECTS		
+1 Feat bonus to attack rolls if you reduced an enemy to 0 hit points or fewer since your last turn - Lolth's Meat.		
CLASS		LEVEL * BOOK <i>Dragon 383</i>

DAILY POWER





Flurry of Stingers		
KEYWORDS		USED
Beast Form, Implement, Poison, Primal		
Standard		Close burst 2
ACTION	2	RANGE
11 vs Fort	Each creature in burst	
ATTACK	DEFENSE	TARGET
Attack: Wisdom vs. Fortitude Hit: 2d10 + Wisdom modifier (+5) poison damage. Miss: Half damage. Effect: Until the end of the encounter, any enemy that enters a square adjacent to you or starts its turn there takes poison damage equal to your Constitution modifier (+3). Totem: +11 attack, 2d10+5 damage		
ADDITIONAL EFFECTS		
+1 Feat bonus to attack rolls if you reduced an enemy to 0 hit points or fewer since your last turn - Lolth's Meat.		
CLASS	Druid	LEVEL 9 BOOK <i>PP</i>

DAILY POWER





Skittering Sneak

KEYWORDS Primal		USED
Free	 	Personal
ACTION	 	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
<p>Prerequisite: You must have the wild shape power.</p> <p>Effect: Until the end of the encounter, you can use wild shape to assume the form of a Tiny natural beast or fey beast, such as a mouse, a house cat, or a large spider. In this form, you gain a +5 bonus to Stealth checks. You can't attack, pick up anything, or manipulate objects.</p>		
ADDITIONAL EFFECTS		
CLASS Druid	LEVEL 2	BOOK PH2

Camouflage Cloak

KEYWORDS Primal		USED
Minor	 5 	Ranged 5
ACTION	 	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
<p>Target: You or one ally</p> <p>Effect: The target becomes invisible until he or she moves or until the end of your next turn.</p>		
ADDITIONAL EFFECTS		
CLASS Druid	LEVEL 6	BOOK PH2

Swarm Swap

KEYWORDS Beast Form, Primal		USED
Imm Interr	*  	Melee 1
ACTION	 	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
<p>Trigger: You are targeted by an area or a close attack</p> <p>Target: One creature</p> <p>Effect: You swap places with the target.</p>		
ADDITIONAL EFFECTS		
CLASS Druid	LEVEL 10	BOOK PP