

Player Name **Dave**

Ash		1	Druid					0
Character Name		Level	Class		Paragon Path		Epic Destiny	Total XP
Razorclaw Shifter		Medium	Male		Unaligned		Artemis	
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 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
16	AC	10	6					

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
13	STR Strength	1	1
12	CON Constitution	1	1
16	DEX Dexterity	3	3
10	INT Intelligence	0	0
19	WIS Wisdom	4	4
8	CHA Charisma	-1	-1

FORT

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

CONDITIONAL BONUSES

REF

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

CONDITIONAL BONUSES

WILL

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 +	9
19	Passive Perception	10 +	9

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Dagger

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+4	0	1		3			

ABILITY: Ranged Basic Attack - Dagger

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+6	0	3		3			

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
		SURGE VALUE SURGES/DAY
24	12	6 8
	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

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+1	1				

ABILITY: Ranged Basic Attack - Dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+3	3				

RACE FEATURES

Razorclaw Shifting - Use razorclaw shifting as an encounter power

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
4	vs AC	Dagger (Melee)	1d4+1
4	vs Ref	Savage Rend (Dagger)	1d8+4
4	vs Ref	Savage Rend (Totem)	1d8+4
4	vs Ref	Savage Rend (Sling)	1d8+4

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
4	Acrobatics	DEX 3	0	-1	2
0	Arcana	INT 0	0	n/a	0
0	Athletics	STR 1	0	-1	0
-1	Bluff	CHA -1	0	n/a	0
-1	Diplomacy	CHA -1	0	n/a	0
4	Dungeoneering	WIS 4	0	n/a	0
5	Endurance	CON 1	5	-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
-1	Intimidate	CHA -1	0	n/a	0
9	Nature	WIS 4	5	n/a	0
9	Perception	WIS 4	5	n/a	0
0	Religion	INT 0	0	n/a	0
4	Stealth	DEX 3	0	-1	2

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

FEATS

Ritual Caster - Master and perform rituals

Vicious Advantage - Gain combat advantage against slowed or immobilized targets

LANGUAGES KNOWN

CHARACTER NAME
Ash

PLAYER NAME
Dave

RACE **Razorclaw Shifter** CLASS **Druid** LEVEL **1**

SCORE	ABILITY	MOD
HP 24	13 STR	+1
Spd 7	12 CON	+1
Init +3	16 DEX	+3
	10 INT	+0
	19 WIS	+4
	8 CHA	-1

AC **16**

Fort **11**

Ref **14**

Will **15**

19 Passive Insight **19** Passive Perception


Skills

4	Acrobatics	DEX
0	Arcana	INT
0	Athletics	STR
-1	Bluff	CHA
-1	Diplomacy	CHA
4	Dungeoneering	WIS
5	Endurance	CON (Trained)
4	Heal	WIS
0	History	INT
9	Insight	WIS (Trained)
-1	Intimidate	CHA
9	Nature	WIS (Trained)
9	Perception	WIS (Trained)
0	Religion	INT
4	Stealth	DEX
-1	Streetwise	CHA
2	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**

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ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Second Wind

KEYWORDS _____ USED

Standard Personal

ACTION **RANGE**

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 6 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS _____ LEVEL _____ BOOK *PH*

Wild Shape

KEYWORDS Polymorph, Primal _____ USED

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*

Savage Rend

KEYWORDS Beast Form, Implement, Primal _____ USED

Standard * Melee touch

ACTION **RANGE**

4 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.

Dagger: +4 attack, 1d8+4 damage
Totem: +4 attack, 1d8+4 damage

ADDITIONAL EFFECTS

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

UTILITY POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

Call of the Beast

KEYWORDS Charm, Implement, Primal, Psychic _____ USED

Standard **10** Area burst 1 within 10 squares

ACTION **RANGE**

4 vs **Will** Each enemy in burst

ATTACK **DEFENSE** **TARGET**

Attack: Wisdom vs. Will
Hit: The target can't gain combat advantage until the end of your next turn. In addition, on its next turn the target takes psychic damage equal to 5 + your Wisdom modifier (+4) when it makes any attack that doesn't include your ally nearest to it as a target. Level 21: 10 + Wisdom modifier (+4) psychic damage.

Dagger: +4 attack
Totem: +4 attack

ADDITIONAL EFFECTS

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

Grasping Claws

KEYWORDS Beast Form, Implement, Primal _____ USED

Standard * Melee touch

ACTION **RANGE**

4 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.

Dagger: +4 attack, 1d8+4 damage
Totem: +4 attack, 1d8+4 damage

ADDITIONAL EFFECTS

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

Razorclaw Shifting

KEYWORDS _____ USED

Minor Personal

ACTION **RANGE**

vs

ATTACK **DEFENSE** **TARGET**

Requirement: You must be bloodied.
Effect: Until the end of the encounter, your speed increases by 2, and you gain a +1 bonus to AC and Reflex.





ADDITIONAL EFFECTS





CLASS **Racial Power** LEVEL * BOOK *PH2*

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Darting Bite		
KEYWORDS Beast Form, Implement, Primal		USED
Standard	*  	Melee touch
ACTION	 	RANGE
4	vs Reflex	One or two creatures
ATTACK	DEFENSE	TARGET
<p>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 (+3).</p> <p>Dagger: +4 attack, 1d10+4 damage Totem: +4 attack, 1d10+4 damage</p>		
ADDITIONAL EFFECTS		
CLASS Druid	LEVEL 1	BOOK PH2
ENCOUNTER POWER		

Savage Frenzy		
KEYWORDS Beast Form, Implement, Primal		USED
Standard	 	Close burst 1
ACTION	1  	RANGE
4	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>Dagger: +4 attack, 1d6+4 damage Totem: +4 attack, 1d6+4 damage</p>		
ADDITIONAL EFFECTS		
CLASS Druid	LEVEL 1	BOOK PH2
DAILY POWER		