

Player Name Mephit James

Rathan d'Ghallanda

4 Druid

3,750

| | | | | | |
|----------------|-------|-------|--------------|--------------|-----------|
| Character Name | Level | Class | Paragon Path | Epic Destiny | Total XP |
| Halfling | 4 | Druid | | | 3,750 |
| Race | Size | Age | Gender | Height | Weight |
| Small | 19 | Male | 3' 11" | 77 lbs. | Unaligned |
| | | | | | Deity |

| INITIATIVE | | | |
|------------|-----|---------|------|
| SCORE | DEX | 1/2 LVL | MISC |
| 4 | 2 | 2 | |

CONDITIONAL MODIFIERS

| ABILITY SCORES | | | |
|----------------|---------------------|----------|---------------|
| SCORE | ABILITY | ABIL MOD | MOD + 1/2 LVL |
| 12 | STR Strength | 1 | 3 |
| 13 | CON Constitution | 1 | 3 |
| 14 | DEX Dexterity | 2 | 4 |
| 11 | INT Intelligence | 0 | 2 |
| 18 | WIS Wisdom | 4 | 6 |
| 10 | CHA Charisma | 0 | 2 |

| HIT POINTS | | | |
|--|---------|--------------------|------------|
| MAX HP | BLOODED | HEALING SURGES | |
| | | SURGE VALUE | SURGES/DAY |
| 40 | 20 | 10 | 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 +5 Racial bonus against fear | | | |
| RESISTANCES | | | |
| CURRENT CONDITIONS AND EFFECTS | | | |

| SKILLS | | | | | | |
|--------|---------------|--------------------|-----------|---------------|------|--|
| BONUS | SKILL NAME | ABIL MOD + 1/2 LVL | TRND (+5) | ARMOR PENALTY | MISC | |
| 6 | Acrobatics | DEX 4 | 0 | | 2 | |
| 7 | Arcana | INT 2 | 5 | n/a | | |
| 5 | Athletics | STR 3 | 0 | | 2 | |
| 2 | Bluff | CHA 2 | 0 | n/a | | |
| 2 | Diplomacy | CHA 2 | 0 | n/a | | |
| 6 | Dungeoneering | WIS 6 | 0 | n/a | | |
| 8 | Endurance | CON 3 | 5 | | | |
| 6 | Heal | WIS 6 | 0 | n/a | | |
| 2 | History | INT 2 | 0 | n/a | | |
| 6 | Insight | WIS 6 | 0 | n/a | | |
| 2 | Intimidate | CHA 2 | 0 | n/a | | |
| 11 | Nature | WIS 6 | 5 | n/a | | |
| 11 | Perception | WIS 6 | 5 | n/a | | |
| 2 | Religion | INT 2 | 0 | n/a | | |
| 4 | Stealth | DEX 4 | 0 | | | |
| 2 | Streetwise | CHA 2 | 0 | n/a | | |
| 6 | Thievery | DEX 4 | 0 | | 2 | |

| DEFENSES | | | | | | | | | |
|----------|---------|--------------|------------|-------|------|-----|------|------|------|
| SCORE | DEFENSE | 10 + 1/2 LVL | ARMOR/ABIL | CLASS | FEAT | ENH | MISC | MISC | MISC |
| 17 | AC | 12 | 4 | | | 1 | | | |

CONDITIONAL BONUSSES
+2 AC against opportunity attacks

| DEFENSES | | | | | | | | | |
|----------|---------|--------------|------|-------|------|-----|------|------|------|
| SCORE | DEFENSE | 10 + 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC | MISC |
| 14 | FORT | 12 | 1 | | | 1 | | | |

CONDITIONAL BONUSSES

| DEFENSES | | | | | | | | | |
|----------|---------|--------------|------|-------|------|-----|------|------|------|
| SCORE | DEFENSE | 10 + 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC | MISC |
| 16 | REF | 12 | 2 | 1 | | 1 | | | |

CONDITIONAL BONUSSES

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

CONDITIONAL BONUSSES

| ACTION POINTS | | |
|---------------|------------|---------------|
| Action Points | MILESTONES | ACTION POINTS |
| | 0 | 1 |
| | 1 | 2 |
| | 2 | 3 |

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

| RACE FEATURES | |
|-------------------------|--|
| Bold | +5 to saving throws against fear. |
| Second Chance | Use second chance as an encounter power. |
| Nimble Reaction | +2 AC against opportunity attacks. |
| Acrobatics Bonus | |
| Thievery Bonus | |

| 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 |

| LANGUAGES KNOWN | |
|-----------------|--|
| Common, Elven | |

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

SPECIAL MOVEMENT

| SENSES | | | |
|--------|--------------------|------|-------------|
| SCORE | PASSIVE SENSE | BASE | SKILL BONUS |
| 16 | Passive Insight | 10 | 6 |
| 21 | Passive Perception | 10 | 11 |

SPECIAL SENSES

| ATTACK WORKSPACE | | | | | | | |
|--|---------|------|-------|------|------|-----|------|
| ABILITY: Savage Rend - Autumn Harvest Totem +1 | | | | | | | |
| ATT BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC |
| +7 | 2 | 4 | | | | 1 | |
| ABILITY: Pounce - Autumn Harvest Totem +1 | | | | | | | |
| ATT BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC |
| +7 | 2 | 4 | | | | 1 | |

| DAMAGE WORKSPACE | | | | | | |
|--|------|------|-----|------|------|--|
| ABILITY: Savage Rend - Autumn Harvest Totem +1 | | | | | | |
| DAMAGE | ABIL | FEAT | ENH | MISC | MISC | |
| 1d8+5 | 4 | | 1 | | | |
| ABILITY: Pounce - Autumn Harvest Totem +1 | | | | | | |
| DAMAGE | ABIL | FEAT | ENH | MISC | MISC | |
| 1d8+5 | 4 | | 1 | | | |

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

| FEATS | |
|--------------------------------|--|
| Ritual Caster | Master and perform rituals |
| Primal Fury | +1 to attacks with primal powers against bloodied enemies |
| Lost in the Crowd | +2 to AC when adjacent to at least two larger enemies |
| Talenta Weapon Training | +2 damage and proficiency with Talenta boomerang, Talenta sharrash, and Talenta tangat |

Rathan d'Ghallanda

PLAYER NAME

Mephit James

RACE Halfling

CLASS Druid

LEVEL 4

HP
40

12 STR

AC
17

Spd
7

13 CON

Fort
14

Init
+4

14 DEX

Ref
16

11 INT

Will
18

18 WIS

10 CHA

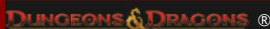
16 Passive Insight

21 Passive Perception

PLAY DATA



ENCOUNTER SPECIAL



ENCOUNTER ACTION



Wild Shape

KEYWORDS Polymorph, Primal

| | | |
|--------|-----------|--------------|
| Minor | Standard | Personal |
| ACTION | RANGE | |
| 7 | vs Reflex | One creature |
| 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. 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



Savage Rend

KEYWORDS Beast Form, Implement, Primal

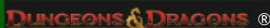
| | |
|----------|-------------|
| Standard | Melee touch |
| ACTION | RANGE |
| 7 | vs Reflex |
| ATTACK | DEFENSE |
| | TARGET |

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.

Autumn Harvest Totem +1: +7 attack, 1d8+5 damage

CLASS Druid LEVEL 1 BOOK PH2

AT-WILL POWER



Flame Seed

KEYWORDS Fire, Implement, Primal, Zone

| | |
|----------|-----------|
| Standard | Ranged 10 |
| ACTION | RANGE |
| 7 | vs Reflex |
| ATTACK | DEFENSE |
| | TARGET |

Attack: Wisdom vs. Reflex
Hit: 1d6 fire damage, and the squares adjacent to the target become a fiery zone that lasts until the end of your next turn. Any enemy that enters the zone or starts its turn there takes fire damage equal to your Wisdom modifier (+4).
 Level 21: 2d6 fire damage.

Autumn Harvest Totem +1: +7 attack, 1d6+1 damage

CLASS Druid LEVEL 1 BOOK PH2

AT-WILL POWER



Pounce

KEYWORDS Beast Form, Implement, Primal

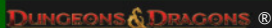
| | |
|----------|-------------|
| Standard | Melee touch |
| ACTION | RANGE |
| 7 | vs Reflex |
| ATTACK | DEFENSE |
| | TARGET |

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.

Autumn Harvest Totem +1: +7 attack, 1d8+5 damage

CLASS Druid LEVEL 1 BOOK PH2

AT-WILL POWER



Second Chance

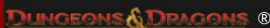
KEYWORDS

| | |
|------------|----------|
| Imm Intert | Personal |
| ACTION | RANGE |
| | |
| ATTACK | DEFENSE |
| | TARGET |

Effect: When an attack hits you, force an enemy to roll the attack again. The enemy uses the second roll, even if it's lower.

CLASS Racial Power LEVEL * BOOK PH

ENCOUNTER POWER



Darting Bite

KEYWORDS Beast Form, Implement, Primal

| | |
|----------|-------------|
| Standard | Melee touch |
| ACTION | RANGE |
| 7 | vs Reflex |
| ATTACK | DEFENSE |
| | TARGET |

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 (+2).

Autumn Harvest Totem +1: +7 attack, 1d10+5 damage

CLASS Druid LEVEL 1 BOOK PH2

ENCOUNTER POWER



Second Wind

KEYWORDS

| | |
|----------|----------|
| Standard | Personal |
| ACTION | RANGE |
| | Self |
| ATTACK | DEFENSE |
| | TARGET |

Effect: You spend a healing surge and regain 10 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

ENCOUNTER ACTION



Predator's Flurry

KEYWORDS: Beast Form, Implement, Primal

Standard * Melee touch

ACTION **RANGE**

7 vs Reflex One creature

ATTACK **DEFENSE** **TARGET**

Hit: 1d6 + Wisdom modifier (+4) damage, and the primary target is dazed until the end of your next turn.
Effect: You shift 2 squares and then make a secondary attack.
Primal Predator: The number of squares you shift equals your Dexterity modifier (+2).
Secondary Target: One creature other than the primary target
Secondary Attack: Wisdom vs. Reflex
Hit: 1d6 + Wisdom modifier (+4) damage, and the secondary target is dazed until the end of your next turn.

Autumn Harvest Totem +1: +7 attack, 1d6+5 damage

ADDITIONAL EFFECTS

+2 to attack rolls against bloodied enemies - Primal Fury.
 +1 to damage rolls against bloodied creatures - Autumn Harvest Totem +1.

CLASS: Druid LEVEL: 3 BOOK: PH2

ENCOUNTER POWER DUNGEONS & DRAGONS

Wind Prison

KEYWORDS: Implement, Primal

Standard Ranged 10

ACTION **RANGE**

7 vs Reflex One creature

ATTACK **DEFENSE** **TARGET**

Attack: Wisdom vs. Reflex
Hit: 2d10 + Wisdom modifier (+4) damage.
Effect: The target grants combat advantage until it moves or until the end of the encounter. When the target first moves before the end of the encounter, each enemy within 5 squares of the target is knocked prone.

Autumn Harvest Totem +1: +7 attack, 2d10+5 damage

ADDITIONAL EFFECTS

+2 to attack rolls against bloodied enemies - Primal Fury.
 +1 to damage rolls against bloodied creatures - Autumn Harvest Totem +1.

CLASS: Druid LEVEL: 1 BOOK: PH2

DAILY POWER DUNGEONS & DRAGONS

Obscuring Mist

KEYWORDS: Primal, Zone

Standard Area burst 1 within 10 squares

ACTION **RANGE**

AT-WILL ENCOUNTER DAILY

Effect: The burst creates a zone of lightly obscured squares that lasts until the end of your next turn.
Sustain Minor: The zone persists, and you can increase its size by 1 to a maximum of burst 5.

ADDITIONAL EFFECTS

CLASS: Druid LEVEL: 2 BOOK: PH2

UTILITY POWER DUNGEONS & DRAGONS

Autumn Harvest Totem +1

| DAMAGE | PROFICIENT | GROUP | RANGE |
|----------------------------------|------------|----------|-------------|
| +1 attack rolls and damage rolls | | 2 | +1d6 damage |
| ENHANCEMENT | LEVEL | CRITICAL | |

PROPERTIES

Attacks made through this totem deal extra damage against bloodied creatures equal to 1 + one-half the totem's enhancement bonus. On a critical hit you deal +1d10 damage instead of +1d6 against a bloodied creature.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT: Off-hand WEIGHT: 0 PRICE: 520 BOOK: PH2

MAGIC WEAPON DUNGEONS & DRAGONS

Bestial Leather Armor +1

| AC BONUS | CHECK | SPEED | QUANTITY |
|-------------|-------|-------|----------|
| +1 AC | | 3 | Armor |
| ENHANCEMENT | LEVEL | TYPE | |

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

Power (Daily): Free Action. Use this power when you hit a target after a charge. Make a melee basic attack with a +2 power bonus against the same target.

ITEM SLOT: Body WEIGHT: 15 PRICE: 680 BOOK: PH

MAGIC ITEM DUNGEONS & DRAGONS

Amulet of Protection +1

| AC BONUS | CHECK | SPEED | QUANTITY |
|--------------------------------|-------|-------|----------------|
| +1 Fortitude, Reflex, and Will | | 1 | Neck Slot Item |
| ENHANCEMENT | LEVEL | TYPE | |

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT: Neck WEIGHT: 0 PRICE: 360 BOOK: PH

MAGIC ITEM DUNGEONS & DRAGONS

Panther Tears (heroic tier)

| AC BONUS | CHECK | SPEED | QUANTITY |
|-------------|-------|-------|------------|
| | | 2 | Alchemical |
| ENHANCEMENT | LEVEL | TYPE | |

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

Power (Consumable): Minor Action. You gain low-light vision until the end of your next turn.

ITEM SLOT: WEIGHT: 0 PRICE: 25 BOOK: EPG

MAGIC ITEM DUNGEONS & DRAGONS