

Player Name

Character Name		6	Druid	Paragon Path		Epic Destiny	7 500
Razorclaw Shifter		Medium					Total XP
Race	Size	Age	Gender	Height	Weight	Alignment	Deity
Adventuring Company		RPGA Number					

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
7	Initiative	4	3

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
11	STR Strength	0	3
13	CON Constitution	1	4
19	DEX Dexterity	4	7
10	INT Intelligence	0	3
19	WIS Wisdom	4	7
8	CHA Charisma	-1	2

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
50	25	12
1/2 HP	1/4 HP	8

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

SKILLS

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

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
21	AC	13	7			1		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
18	FORT	13	1			2	2	

CONDITIONAL BONUSES

+1 Fortitude Defense while you are in beast form

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
20	REF	13	4	1		2		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
20	WILL	13	4	1		2		

CONDITIONAL BONUSES

+1 Will Defense while you are in beast form

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Razorclaw Shifting - You have the razorclaw shifting

power

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	
17	Passive Insight	10	+	7

SPECIAL SENSES

Low-light Vision

SCORE	PASSIVE SENSE	BASE	SKILL BONUS	
24	Passive Perception	10	+	14

SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

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

ABILITY: Ranged Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+	7	3	4				

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+2	0			2	

ABILITY: Ranged Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+4	4				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
10	vs Ref	Grasping Claws (Autumn Har	1d8+8
3	vs AC	Unarmed (Melee)	1d4+2
7	vs AC	Unarmed (Range)	1d4+4
	vs		

FEATS

Ritual Caster - Master and perform rituals**Implement Expertise (Totem)** - +1 to implement power attacks with totems (+2 at 11th, +3 at 21st level)**Ferocious Tiger Form** - While in beast form, gain +2 to damage with CA**Great Fortitude** - +2/+3/+4 (by tier) to Fortitude**Enraged Boar Form** - +1 to attacks and +2 to damage when charging in beast form

PLAY DATA **DUNGEONS & DRAGONS**

UTILITY POWER **DUNGEONS & DRAGONS**

PLAY DATA 

AT-WILL POWER

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ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

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Cull the Herd

KEYWORDS

Beast Form, Charm, Implement, Primal, Psychic

USED

Standard

5

Ranged 5

ACTION

RANGE

10

vs

Will

One creature

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. Will
Hit: 2d8 + Wisdom modifier (+4) psychic damage, and you pull the target 3 squares.

Autumn Harvest Totem +2: +10 attack, 2d8+6 damage

ADDITIONAL EFFECTS

+2 to damage rolls to enemies granting combat advantage to you.
+2 to damage rolls against bloodied creatures - Autumn Harvest Totem +2.

CLASS

Druid

LEVEL

1

BOOK

PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Predator's Flurry

KEYWORDS

Beast Form, Implement, Primal

USED

Standard

*

Melee touch

ACTION

RANGE

10

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

Primary Attack: Wisdom vs. Reflex
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 (+4).
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 +2: +10 attack, 1d6+6 damage

ADDITIONAL EFFECTS

+2 to damage rolls to enemies granting combat advantage to you.
+2 to damage rolls against bloodied creatures - Autumn Harvest Totem +2.

CLASS

Druid

LEVEL

3

BOOK

PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Savage Frenzy

KEYWORDS

Beast Form, Implement, Primal

USED

Standard

Close burst 1

ACTION

1

RANGE

10

vs

Reflex

Each enemy in burst you can see

ATTACK

DEFENSE

TARGET

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.

Autumn Harvest Totem +2: +10 attack, 1d6+6 damage

ADDITIONAL EFFECTS

+2 to damage rolls to enemies granting combat advantage to you.
+2 to damage rolls against bloodied creatures - Autumn Harvest Totem +2.

CLASS

Druid

LEVEL

1

BOOK

PH2

DAILY POWER

DUNGEONS & DRAGONS

Roar of Terror

KEYWORDS

Beast Form, Fear, Implement, Primal, Psychic

USED

Standard

Close blast 5

ACTION

5

RANGE

10

vs

Will

Each creature in blast

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. Will
Hit: 2d6 + Wisdom modifier (+4) psychic damage, and the target is dazed (save ends).
Miss: Half damage, and the target is dazed until the end of your next turn.

Autumn Harvest Totem +2: +10 attack, 2d6+6 damage

ADDITIONAL EFFECTS

+2 to damage rolls to enemies granting combat advantage to you.
+2 to damage rolls against bloodied creatures - Autumn Harvest Totem +2.

CLASS

Druid

LEVEL

5

BOOK

PH2

DAILY POWER

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

Standard

Personal

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Effect: Spend a healing surge and gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

*

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS

Fleet Pursuit

KEYWORDS

Beast Form, Primal

USED

Minor

Personal

ACTION

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Effect: Until the end of the encounter, you gain a power bonus to your speed while you are in beast form equal to your Dexterity modifier (+4).

ADDITIONAL EFFECTS

CLASS

Druid

LEVEL

2

BOOK

PH2

UTILITY POWER

DUNGEONS & DRAGONS

Black Harbinger

KEYWORDS

Primal

USED

Free

Personal

ACTION

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Prerequisite: You must have the wild shape power.
Effect: Until the end of the encounter, you can use wild shape to assume the form of a Tiny raven. In this form, you gain a fly speed equal to your speed, and your walking speed becomes 2. You can't attack, pick up anything, or manipulate objects.
Until this power ends, you can use wild shape to change among this form, another beast form, and your humanoid form.

ADDITIONAL EFFECTS

CLASS

Druid

LEVEL

6

BOOK

PH2

UTILITY POWER

DUNGEONS & DRAGONS

Autumn Harvest Totem +2

DAMAGE

PROFICIENT

GROUP

RANGE

+2 attack rolls and damage rolls

7

+2d6 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 +2d10 damage instead of +2d6 against a bloodied creature.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Rarity: Common

ITEM SLOT

Off-hand

WEIGHT

0

PRICE

2600

BOOK

PH2

MAGIC WEAPON

DUNGEONS & DRAGONS

Predator Hide Armor +1

3

-1

-

1

AC BONUS

CHECK

SPEED

QUANTITY

+1 AC

3

Armor

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

While you are in beast form, you gain a +1 item bonus to Fortitude and Will.

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Rarity: Uncommon
Power (Daily • Beast Form): Immediate Reaction. Trigger: An enemy adjacent to you shifts. Effect: Until the end of your next turn, you gain a bonus to attack rolls and damage rolls against the triggering enemy equal to the armor's enhancement bonus.

ITEM SLOT

Body

WEIGHT

25

PRICE

680

BOOK

PH

MAGIC ITEM

DUNGEONS & DRAGONS

Amulet of Protection +2			
AC BONUS	CHECK	SPEED	1 QUANTITY
+2 Fortitude, Reflex, and Will		6	Neck Slot Item
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
<div> <input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY </div>			
POWER			
Rarity: Common			
ITEM SLOT	NECK	WEIGHT	0
PRICE	1800	BOOK	PH
MAGIC ITEM		DUNGEONS & DRAGONS	

Bracers of Mighty Striking (heroic tier)			
AC BONUS	CHECK	SPEED	1 QUANTITY
ENHANCEMENT		2 LEVEL	Arms Slot Item TYPE
PROPERTIES When you hit with a melee basic attack, you gain a +2 item bonus to the damage roll.			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER		<input type="checkbox"/> DAILY
POWER Rarity: Common			
ITEM SLOT Arms	WEIGHT 0	PRICE 520	BOOK PH
MAGIC ITEM		DUNGEONS & DRAGONS	