

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

9

Level

Minzel Van de Mi'tilarro

Unaligned male Wild Elf Druid

Age 5' 8" Height 130 lb. Weight Medium Size Deity

16673

Total XP

20500

Defenses

21	16	21	23
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP (Bloodied)	62	Temp HP
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Current Hit Points

Healing Surges

Surge Value	Surges/Day
15	7

Current Conditions:

Combat Statistics and Senses

Initiative	10
Conditional Modifiers:	
Speed	8
Passive Insight	22
Passive Perception	31

Special Senses: Low-light

Action Points

Action Points	Milestones	Action Points
<input type="text"/>	0	1
	1	2
	2	3

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.

Second Wind (one per encounter)

Used

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

Death Saving Throw Failures

Saving Throw Mods

0

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Earthroot Quickbeam staff +2

8	1d8+1
Strength vs. AC	Damage

Ranged

Moonbow Longbow +3

13	1d10+7
Dexterity vs. AC	Damage

Languages

Common, Elven



Abilities

STR Strength	8	Check 3
CON Constitution	10	4
DEX Dexterity	18	8
INT Intelligence	10	4
WIS Wisdom	22	10
CHA Charisma	11	4

Skills

Acrobatics	Dexterity	7
Arcana	Intelligence	4
Athletics	Strength	✓ 7
Bluff	Charisma	4
Diplomacy	Charisma	4
Dungeoneering	Wisdom	10
Endurance	Constitution	✓ 8
Heal	Wisdom	10
History	Intelligence	4
Insight	Wisdom	12
Intimidate	Charisma	4
Nature	Wisdom	✓ 19
Perception	Wisdom	✓ 21
Religion	Intelligence	4
Stealth	Dexterity	✓ 14
Streetwise	Charisma	4
Thievery	Dexterity	7

Player Name

Minzel Van de Mi'tilarro

Character Name



Character Details

Background

Wild Elf

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Diadem of Acuity

Neck

Amulet of Protection +1

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Earthroot Quickbeam staff +2

Waist

Armor

Hide Armor

Feet

Tattoo

Ki Focus

Other Equipment

Ritual Book

Quickbeam staff

Longbow

Dagger (2)

Silk Rope (50 ft.)

Lantern

Flint and Steel

Waterskin

Scroll of Pass Without Trace

Scroll of Animal Messenger

Scroll of Tree Shape

Scroll of Summon Winds

Scroll of Bloom

Diadem of Acuity (2)

Moonbow Longbow +3

Total Weight (lbs.)

57

Carrying Capacity (lbs.)

Normal

80

Heavy

160

Max

400

Treasure

100 gp

0 gp banked

Player Name

Minzel Van de Mi'tilarro

Character Name



Racial Features

Elven Weapon Proficiency

Proficient with longbow and shortbow.

Fey Origin

Your origin is fey, not natural

Group Awareness

Non-elf allies within 5 get +1 to Perception.

Subtle Step

Shift up to your speed 1/encounter as move action

Wild Step

Ignore difficult terrain when shifting (even when shifting multiple squares).

Class/Other 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.

In addition, you possess a ritual book, and it contains two 1st-level rituals of your choice that you have mastered.

Wild Shape

Gain the wild shape power

Feats

Ritual Caster

Master and perform rituals

Superior Implement Training (Quickbeam staff)

Can use Quickbeam staffs

Staff Expertise

While using a staff as a weapon or implement: +1/2/3 to attack rolls, ranged attacks don't provoke opportunity attacks, +1 reach

Improved Defenses

+1/2/3 bonus (by tier) to Fortitude, Reflex, and Will.

Wasteland Wanderer

You gain a +2 feat bonus to Nature, Perception, and initiative checks

Skill Training (Stealth)

Gain training in Stealth

Minzel Van de Mi'tilarro

Level 9 Wild Elf Druid

HP	Score	Ability Mod	AC
62	8	STR -1	21
	10	CON 0	Fort
	18	DEX 4	16
	10	INT 0	Ref
	22	WIS 6	21
+10	11	CHA 0	Will
	22	Passive Insight	
	31	Passive Perception	

Player Name:

Melee Basic Attack

At-Will ♦ Standard Action

Earthroot Quickbeam staff +2: +8 vs. AC, 1d8+1 damage

Dagger: +6 vs. AC, 1d4-1 damage

Melee weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (-1) damage.

Level 21: 2[W] + Str modifier (-1) damage.

Additional Effects

Basic Attack

Magic Stones

At-Will ♦ Standard Action

Earthroot Quickbeam staff +2: +13 vs. Reflex, 1d4+8 damage

Ranged 10 **Target:** One, two, or three creatures

Three small stones clutched in your hand glow with a green light as you throw them, then explode when they strike your foes.

Keywords: Implement, Primal

Attack: Wisdom vs. Reflex

Hit: 1d4 + Wis modifier (+6) damage, and you can push the target 1 square.

Additional Effects

Druid Attack 1

Skills

Acrobatics	Dexterity	7
Arcana	Intelligence	4
Athletics	Strength	• 7
Bluff	Charisma	4
Diplomacy	Charisma	4
Dungeoneering	Wisdom	10
Endurance	Constitution	• 8
Heal	Wisdom	10
History	Intelligence	4
Insight	Wisdom	12
Intimidate	Charisma	4
Nature	Wisdom	• 19
Perception	Wisdom	• 21
Religion	Intelligence	4
Stealth	Dexterity	• 14
Streetwise	Charisma	4
Thievery	Dexterity	7

• indicates a trained skill.

Ranged Basic Attack

At-Will ♦ Standard Action

Moonbow Longbow +3: +13 vs. AC, 1d10+7 damage

Dagger: +11 vs. AC, 1d4+4 damage

Longbow: +10 vs. AC, 1d10+4 damage

Ranged weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+4) damage.

Level 21: 2[W] + Dex modifier (+4) damage.

Additional Effects

Basic Attack

Swarming Locusts

At-Will ♦ Standard Action

Earthroot Quickbeam staff +2: +13 vs. Reflex, 1d8+8 damage

Close blast 3 **Target:** Each creature in the blast

Insects launch from you to vex your enemies.

Keywords: Beast Form, Implement, Primal, Zone

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wis modifier (+6) 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.

Additional Effects

Druid Attack 1

Action Point

Base action points: 1



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.

Encounter Special

Grasping Tide (Druid)

At-Will ♦ Standard Action

Earthroot Quickbeam staff +2: +13 vs. Fortitude, 1d6+8 damage

Area burst 1 within 10 squares **Target:** Each creature in the burst

A vortex of water appears amidst your foes, drawing them into its grasp.

Keywords: Implement, Primal

Attack: Wisdom vs. Fortitude

Hit: 1d6 + Wis modifier (+6) damage. Until the end of your next turn, if the target leaves the burst's area of effect, you can use an opportunity action to make a secondary attack against it.

Secondary Attack: Wisdom vs. Reflex

Hit: You knock the target prone.

Additional Effects

Druid Attack 1

Gust of Wind

Encounter ♦ Standard Action

Earthroot Quickbeam staff +2: +13 vs. Fortitude, 1d8+8 damage

Close blast 3 **Target:** Each creature in the blast

A blast of air buffets nearby creatures, hurling them backward as it drives them to the ground.

Keywords: Implement, Primal

Attack: Wisdom vs. Fortitude

Hit: 1d8 + Wis modifier (+6) damage, and you knock the target prone.

Effect: You push the target up to 2 squares.

Additional Effects

Druid Attack 1

Used

<h3>Quills</h3> <p>Encounter ♦ Standard Action</p> <p>Earthroot Quickbeam staff +2: +13 vs. Reflex, 2d6+8 damage</p> <p>Close burst 2 Target: Each enemy in the burst</p> <p><i>Poison-tipped quills emerge from your body, then shoot out to strike the foes that press you.</i></p> <p>Keywords: Implement, Poison, Primal</p> <p>Attack: Wisdom vs. Reflex</p> <p>Hit: 2d6 + Wis modifier (+6) poison damage.</p> <p>Effect: Each target is slowed until the end of your next turn.</p> <p>Additional Effects</p>	<h3>Tremor</h3> <p>Encounter ♦ Standard Action</p> <p>Earthroot Quickbeam staff +2: +13 vs. Fortitude, 2d8+8 damage</p> <p>Ranged 10 Target: One creature</p> <p><i>The ground shakes under your enemies' feet.</i></p> <p>Keywords: Implement, Primal</p> <p>Attack: Wisdom vs. Fortitude</p> <p>Hit: 2d8 + Wis modifier (+6) damage, and you knock the target and each enemy adjacent to it prone.</p> <p>Additional Effects</p>	<h3>Wind Prison</h3> <p>Daily ♦ Standard Action</p> <p>Earthroot Quickbeam staff +2: +13 vs. Reflex, 2d10+8 damage</p> <p>Ranged 10 Target: One creature</p> <p><i>Gusting winds batter your foe, and when the foe moves, the winds blast outward and knock your enemies to the ground.</i></p> <p>Keywords: Implement, Primal</p> <p>Attack: Wisdom vs. Reflex</p> <p>Hit: 2d10 + Wis modifier (+6) damage.</p> <p>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.</p> <p>Additional Effects</p>
<p>Druid Attack 3 Used <input type="checkbox"/></p> <h3>Summon Stalking...</h3> <p>Daily ♦ Standard Action</p> <p>Ranged 5</p> <p><i>With a growl, a panther coalesces where you point, and it pounces on your enemy.</i></p> <p>Keywords: Implement, Primal, Summoning</p> <p>Effect: You summon a Medium panther in an unoccupied square within range. The panther has speed 7. You can give the panther the following special command. On the turn you summon the panther, you give that command as part of using this power.</p> <p>Standard Action: The panther shifts 3 squares and then attacks: melee 1; targets one creature; Wisdom vs. Reflex; 1d10 + Wis modifier (+6) damage.</p> <p>Instinctive Effect: If you haven't given the panther any commands by the end of your turn, it charges the nearest enemy that has no creatures within 2 squares of it, using its attack (without the shift) as a melee basic attack. If it can't do that, it attacks an adjacent enemy if it can. Otherwise, it moves its speed to a square adjacent to an enemy.</p> <p>Additional Effects</p>	<p>Druid Attack 7 Used <input type="checkbox"/></p> <h3>Summon Great Eagle</h3> <p>Daily ♦ Standard Action</p> <p>Ranged 5</p> <p><i>You call to the sky, and a second later an eagle swoops at your foes.</i></p> <p>Keywords: Implement, Primal, Summoning</p> <p>Effect: You summon a Medium eagle in an unoccupied square within range. The eagle has fly 8 (hover), and it has a +4 bonus to AC against opportunity attacks. You can give the eagle the following special command. On the turn you summon the eagle, you give that command as part of using this power.</p> <p>Standard Action: The eagle moves its speed and attacks at one point during that movement: melee 1; targets one creature; Wisdom vs. Reflex; 2d6 + Wis modifier (+6) damage, and the target grants combat advantage until the end of your next turn.</p> <p>Instinctive Effect: If you haven't given the eagle any commands by the end of your turn, it attacks an adjacent enemy if it can. Otherwise, it moves its speed to a square adjacent to an enemy, and that enemy grants combat advantage until the end of your next turn.</p> <p>Additional Effects</p>	<p>Druid Attack 1 Used <input type="checkbox"/></p> <h3>Wild Shape</h3> <p>At-Will ♦ Minor Action</p> <p>Personal</p> <p><i>You assume an aspect of the Primal Beast or return to your humanoid form.</i></p> <p>Keywords: Polymorph, Primal</p> <p>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 weapon or implement attack powers that lack the beast form keyword, although you can sustain such powers.</p> <p><i>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.</i></p> <p><i>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.</i></p> <p>Special: You can use this power once per round.</p> <p>Additional Effects</p>
<p>Druid Attack 5 Used <input type="checkbox"/></p> <h3>Camouflage Cloak</h3> <p>Encounter ♦ Minor Action</p> <p>Ranged 5 Target: You or one ally</p> <p><i>Your target takes on the appearance of the surrounding terrain, fading from view.</i></p> <p>Keyword: Primal</p> <p>Effect: The target becomes invisible until he or she moves or until the end of your next turn.</p> <p>Additional Effects</p>	<p>Druid Attack 9 Used <input type="checkbox"/></p> <h3>Seed of Healing</h3> <p>Daily ♦ Minor Action</p> <p>Unarmed:</p> <p>Personal</p> <p><i>Primal power threads through you, coalescing into a golden seed ripe with healing magic.</i></p> <p>Keywords: Healing, Primal</p> <p>Effect: You spend a healing surge but regain no hit points. Instead, you create a golden seed the size of an acorn. The seed lasts until it is eaten or until the end of your next extended rest. A creature carrying the seed can take a minor action to eat it and regain hit points equal to 10 + your healing surge value.</p> <p>Additional Effects</p>	<p>Druid Feature</p> <h3>Earthroot Quickbeam staff +2</h3> <p>Staff ♦ Level 8</p> <p>Proficiency Bonus: 2</p> <p>Properties: Energized (thunder), Forceful</p> <p>Enhancement: +2 attack rolls and damage rolls</p> <p>Critical: The target is restrained until the end of your next turn</p> <p>Properties</p> <p>Any target you immobilize, petrify, slow, or restrain with an attack power using this implement takes a -2 penalty to the first saving throw it makes against that condition.</p>

Moonbow Longbow +3

Weapon ♦ Level 13

Damage: 1d10

Proficiency Bonus: 2

Range: 20/40

Properties: Load Free

Enhancement: +3 attack rolls and damage rolls

Critical: +1d10 radiant damage per plus

Property

- ◆ Sehanine worshipers can use this weapon as an implement for divine and arcane powers.

- ◆ Weapon and implement attacks made with this weapon count as silvered.

- ◆ This weapon creates its own ammunition when drawn. It can still be used with ammunition, if desired.

Power ♦ (Minor Action)

This weapon sheds bright light or dim light in a 5-square radius, or ceases to shed light.

Diadem of Acuity

Head Slot Item ♦ Level 8

Properties

You gain a +2 item bonus to Insight checks and Perception checks.

Amulet of Protection +1

Neck Slot Item ♦ Level 1

Enhancement: +1 Fortitude, Reflex, and Will