

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

1

Level

### Maeve

Unaligned female Hengeyokai Druid (Sentinel)

Age   Height   Weight   Medium   Erathis  
Size   Deity

0

Total XP 1000

### Defenses

<b>15</b>	<b>14</b>	<b>11</b>	<b>15</b>
AC	FORT	REF	WILL

Conditional Bonuses

### Hit Points

**Max HP** (Bloodied 13) **26**

Temp HP

Current Hit Points

### Healing Surges

Surge Value **6** Surges/Day **9**

Current Conditions:

### Combat Statistics and Senses

Initiative **1**

Conditional Modifiers:

Speed **7**

Passive Insight **20**

Passive Perception **20**

Special Senses: Low-light

### Action Points

Action Points	Milestones	Action Points
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

##### Quarterstaff

<b>3</b>	<b>1d12</b>
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Strength vs. AC

Damage

#### Ranged

##### Sling

<b>3</b>	<b>1d6+1</b>
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Dexterity vs. AC

Damage

### Languages

Common, Dwarven



### Abilities

STR Strength	<b>11</b>	Check 0
CON Constitution	<b>14</b>	2
DEX Dexterity	<b>12</b>	1
INT Intelligence	<b>10</b>	0
WIS Wisdom	<b>20</b>	5
CHA Charisma	<b>8</b>	-1

### Skills

Acrobatics	Dexterity	0
Arcana	Intelligence	0
Athletics	Strength	1
Bluff	Charisma	1
Diplomacy	Charisma	-1
Dungeoneering	Wisdom	5
Endurance	Constitution	3
Heal	Wisdom	✓ 10
History	Intelligence	0
Insight	Wisdom	✓ 10
Intimidate	Charisma	-1
Nature	Wisdom	✓ 10
Perception	Wisdom	✓ 10
Religion	Intelligence	0
Stealth	Dexterity	0
Streetwise	Charisma	-1
Thievery	Dexterity	0

Player Name

Maeve  
Character Name



## Character Details

### Background

### Theme

### Mannerisms and Appearance

### Personality Traits

### Adventuring Company

### Companions and Allies

### Session and Campaign Notes

### Other Notes

## Equipment

### Head

### Neck

### Arms

### Hands

### Rings

### Rings

### Main Hand

### Off Hand

#### Quarterstaff

### Waist

### Armor

### Hide Armor

### Tattoo

### Feet

### Ki Focus

## Other Equipment

Adventurer's Kit  
Sling Bullets (20)

Total Weight (lbs.)

67

Carrying Capacity (lbs.)

Treasure

48 gp  
0 gp banked

Normal

110

Heavy

220

Max

550

Player Name

Maeve

Character Name



## Racial Features

### Animal Form

Select an animal form and gain +2 to an associated skill

### Badger (Endurance)

+2 bonus to Endurance

### Beast Nature

You considered both a magical beast and a humanoid

### Elusive

Gain +2 racial bonus to escape checks and saving throws against immobilize, restrain, or slow

### Fey Origin

Your origin is fey, not natural

### Language of Beasts

You can communicate with beasts that share your animal form

### Nature's Mask

Gain the nature's mask power

### Shapechanger

You have the shapechanger quality.

## Class/Other Features

### Druid of Summer

Gain an animal companion. +2 to Athletics checks. Damage increase: one-handed mace (d10), staff (d12), and two-handed mace (d12)

#### Druid of Summer: Bear

You gain a bear animal companion.

### Herb Lore (Druid)

You and your allies may add +2/4/6 (by tier) to healing surge values during short rests in areas with easy access to plants

#### Primal Guardian (Sentinel)

While not wearing heavy armor, use Con mod in place of Dex or Int mod to determine AC

### Wilderness Tracker (Druid)

While resting, make a successful Perception check to determine information about creatures that have passed through a 10sq. x 10sq. area.

## Feats

### 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

**Maeve**  
Level 1 Hengeyokai Druid (Sentinel)

<b>HP</b> <b>26</b>	SCORE <b>11</b>	ABILITY MOD <b>0</b>	<b>AC</b> <b>15</b>
<b>Spd</b> <b>7</b>	<b>14</b>	<b>CON</b> <b>2</b>	<b>Fort</b> <b>14</b>
<b>Init</b> <b>+1</b>	<b>12</b>	<b>DEX</b> <b>1</b>	<b>Ref</b> <b>11</b>
	<b>10</b>	<b>INT</b> <b>0</b>	<b>Will</b> <b>15</b>
	<b>20</b>	<b>WIS</b> <b>5</b>	
	<b>8</b>	<b>CHA</b> <b>-1</b>	

**20** Passive Insight  
**20** Passive Perception

**Skills**

Acrobatics	Dexterity	0
Arcana	Intelligence	0
Athletics	Strength	1
Bluff	Charisma	1
Diplomacy	Charisma	-1
Dungeoneering	Wisdom	5
Endurance	Constitution	3
Heal	Wisdom	• 10
History	Intelligence	0
Insight	Wisdom	• 10
Intimidate	Charisma	-1
Nature	Wisdom	• 10
Perception	Wisdom	• 10
Religion	Intelligence	0
Stealth	Dexterity	0
Streetwise	Charisma	-1
Thievery	Dexterity	0

• indicates a trained skill.

**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.

Player Name:

**Melee Basic Attack**  
At-Will ♦ Standard Action

**Quarterstaff:** +3 vs. AC, 1d12 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 (+0) damage.  
**Level 21:** 2[W] + Str modifier (+0) damage.

Additional Effects

**Ranged Basic Attack**  
At-Will ♦ Standard Action

**Sling:** +3 vs. AC, 1d6+1 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 (+1) damage.  
**Level 21:** 2[W] + Dex modifier (+1) damage.

Additional Effects

**Tending Strike**  
At-Will ♦ Standard Action

**Quarterstaff:** +8 vs. AC, 1d12+5 damage

**Melee weapon**      **Target:** One creature

Primal energy summoned by your attack courses through a chosen ally to grant a burst of stamina.

**Keywords:** Primal, Weapon  
**Attack:** Wisdom vs. AC  
**Hit:** 1[W] + Wis modifier (+5) damage.  
**Effect:** One ally within 5 squares of the target gains temporary hit points equal to your Con modifier (+2).

Additional Effects

**Basic Attack**

**Combined Attack**  
Encounter ♦ Standard Action

**Quarterstaff:** +8 vs. AC, 1d12+5 damage

**Melee weapon**      **Target:** One creature

Your animal companion waits for the signal of your own attack, then pushes in with a devastating follow-up that your foe never sees coming.

**Keywords:** Primal, Weapon  
**Attack:** Wisdom vs. AC  
**Hit:** 1[W] + Wis modifier (+5) damage.  
**Effect:** Your animal companion can take a free action to move up to its speed and then use its animal attack.

Additional Effects

**Vexing Overgrowth**  
Daily ♦ Standard Action

**Sling:** +7 vs. AC, 2d6+5 damage

**Quarterstaff:** +8 vs. AC, 2d12+5 damage

**Close** burst 1      **Target:** Each enemy in the burst

A burst of primal power trails after your weapon as you swing it, causing a halo of primal magic to surround you.

**Keywords:** Primal, Weapon  
**Attack:** Wisdom vs. AC  
**Hit:** 2[W] + Wis modifier (+5) damage.  
**Miss:** Half damage.  
**Effect:** Until the end of the encounter, enemies grant combat advantage while adjacent to you.

Additional Effects

**Healing Word**  
Encounter (Special) ♦ Minor Action

**Unarmed:**

**Close** burst 5 (10 at 11th level, 15 at 21st level)      **Target:** You or one ally in the burst

You utter a soothing word that mends wounds of the body and spirit.

**Keyword:** Healing  
**Effect:** The target can spend a healing surge and regain 1d6 additional hit points.  
**Special:** You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter.

Additional Effects

## Nature's Mask

At-Will (Special) ♦ Minor Action



### Personal

*You swiftly assume the guise of either human or beast.*

**Keyword:** Polymorph

**Effect:** You change into your human, Tiny animal, or hybrid form. The new form lasts until you change forms again. While you are in human or animal form, other creatures can attempt to discern your true nature by making an Insight check opposed by your Bluff check; you gain a +5 bonus to your check.

None of your game statistics change in human or hybrid form. While in animal form, you cannot use any attack powers, although you can sustain such powers. Your equipment becomes part of the form, and you continue to gain the benefits of the equipment you wear, except for shields and item powers. While equipment is part of the form, it cannot be removed, and anything in a container that is part of the form is inaccessible. You otherwise retain your game statistics.

You gain a movement benefit based on your form.

Badger: You gain a burrow speed equal to half your speed, but you cannot burrow through solid stone.

Carp, Crab: You gain a swim speed equal to your speed, and then your land speed becomes 1. You can breathe underwater.

Cat, Monkey, Raccoon Dog, Rat: You gain a climb speed equal to your speed.

Crane, Sparrow: Your land speed becomes 1, and you gain a fly speed of 1 + half your speed.

Dog, Fox, Hare: Your speed increases by 2.

**Special:** You can use this power only once per round.

Additional Effects

## Hengeyokai Utility