

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

Mark Brierley

15

Level

Barases (alt)

Unaligned male Satyr Druid (Sentinel)

83 5'10" 185 lb. Medium Melora
 Age Height Weight Size Deity

57000

Total XP

69000

Defenses

28	29	23	28
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP (Bloodied)	112	Temp HP
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Current Hit Points

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Healing Surges

Surge Value	Surges/Day
28	12

Current Conditions:

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Combat Statistics and Senses

Initiative	7
Conditional Modifiers:	
Speed	6
Passive Insight	23
Passive Perception	28

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

Summoner's Staff +4

<input type="text"/> 16	<input type="text"/> 1d8+5
Strength vs. AC	Damage

Ranged

Distance Sling +1

<input type="text"/> 10	<input type="text"/> 1d6+1
Dexterity vs. AC	Damage

Languages

Common, Elven



Abilities

STR Strength	12	Check
CON Constitution	20	12
DEX Dexterity	11	7
INT Intelligence	11	7
WIS Wisdom	22	13
CHA Charisma	11	7

Skills

Acrobatics	Dexterity	6
Arcana	Intelligence	7
Athletics	Strength	✓ 14
Bluff	Charisma	✓ 12
Diplomacy	Charisma	7
Dungeoneering	Wisdom	13
Endurance	Constitution	13
Heal	Wisdom	13
History	Intelligence	7
Insight	Wisdom	13
Intimidate	Charisma	7
Nature	Wisdom	✓ 22
Perception	Wisdom	✓ 18
Religion	Intelligence	7
Stealth	Dexterity	8
Streetwise	Charisma	7
Thievery	Dexterity	8

Mark Brierley

Player Name

Barases (alt)

Character Name



Character Details

Background

Fey Beast Tamer

Theme

Fey Beast Tamer

Mannerisms and Appearance

Personality Traits

moody, superior, lately agitated and despondent

Adventuring Company

Dusk Wardens

Companions and Allies

Smack, Oomaroo

Session and Campaign Notes

Father Papposilenos (deceased), brother Petraynus (missing)

Other Notes

Equipment

Head

Neck

Amulet of Protection +3

Arms

Hands

Rings

Primordial Ring

Rings

Main Hand

Summoner's Staff +4

Waist

Sylvan Hide Armor +2

Feet

Boots of the Dryad (heroic tier)

Tattoo

Ki Focus

Other Equipment

Frost Brand Quarterstaff +3
Distance Sling +1
Magic Hide Armor +2
Sylvan Hide Armor +2 (2)
Amulet of Protection +1
Adventurer's Kit
Sling Bullets (100)
Ritual Book
Bola (3)

Total Weight (lbs.)

311

Carrying Capacity (lbs.)

Treasure

8,286 gp
0 gp banked

Normal

120

Heavy

240

Max

600

Mark Brierley

Player Name

Barases (alt)

Character Name



Racial Features

Fey Origin

Your origin is fey, not natural

Light of Heart

Make saving throws at start and end of your turn against fear effects

Lure of Enchantment

Gain lure of enchantment power

Male Only

All satyrs are male

Pleasant Recovery

Regain 1d8 additional hp for each healing surge you spend during a short rest

Sly Words

Bluff is always a class skill for you

Class/Other Features

Druid of the Wastes

You gain a living zephyr animal companion, +1 shield bonus to AC and Reflex with spears and staffs, and +2 bonus to Endurance

Druid of the Wastes: Living Zephyr

Gain a living zephyr animal companion

Fey Beast Tamer Starting Feature

Gain a fey beast 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

Watchful Rest (Druid)

During an extended rest, you and any resting allies do not take the -5 penalty to Perception checks for sleeping.

Fey Beast Tamer Level 5 Features

Gain combat advantage against enemies in your fey beast companion's aura

Hear the Voice of Nature

During a short rest, a nonhostile beast or mundane plant will answer up to 3 questions as fully as possible. (1/day)

Fey Beast Tamer Level 10 Feature

Communicate normally with your fey beast companion and other creatures of the same kind

Landwalker

You ignore difficult terrain.

Sentinel's Action

Action point: before or after extra action, you or an ally in 5 sq. may shift [speed value] as a free action, ignoring difficult terrain.

Paragon of the Wastes

Become insubstantial and shift up to 5 squares as an immediate reaction when you or your living zephyr companion first becomes bloodied

Feats

Toughness

Gain 5 additional hit points, 10 at 11th, 15 at 21st

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.

Spirit Talker

Shaman: Nature skill, call spirit companion, spirit's fangs or spirit's shield 1/encounter, speak with spirits 1/day

Mark of Healing

Grant saving throw to ally you heal, perform restoration rituals

Disciple of Stone

When you spend a healing surge, you gain an additional 5/7/10 temporary hit points.

Mending Spirit

Gain healing spirit power, 1/encounter

Lasting Frost

Target hit with cold power gains vulnerable cold 5

Wintertouched

Gain combat advantage against foe vulnerable to cold

Barases (alt)

Level 15 Satyr Druid (Sentinel)

HP	Score	Ability Mod	AC
112	12	STR 1	28
	20	CON 5	Fort
	11	DEX 0	29
6	11	INT 0	Ref
Init	22	WIS 6	23
+7	11	CHA 0	Will
			28

23 Passive Insight

28 Passive Perception

Player Name: Mark Brierley

Melee Basic Attack

At-Will ♦ Standard Action

Summoner's Staff +4: +16 vs. AC, 1d8+5 damage
Frost Brand Quarterstaff +3: +15 vs. AC, 1d8+4 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

Combined Attack

Encounter ♦ Standard Action

Summoner's Staff +4: +21 vs. AC, 1d8+10 damage
Frost Brand Quarterstaff +3: +20 vs. AC, 1d8+9 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 (+6) damage.

Effect: Your animal companion can take a free action to move up to its speed and then use its animal attack.

Additional Effects

Skills

Acrobatics	Dexterity	6
Arcana	Intelligence	7
Athletics	Strength	• 14
Bluff	Charisma	• 12
Diplomacy	Charisma	7
Dungeoneering	Wisdom	13
Endurance	Constitution	13
Heal	Wisdom	13
History	Intelligence	7
Insight	Wisdom	13
Intimidate	Charisma	7
Nature	Wisdom	• 22
Perception	Wisdom	• 18
Religion	Intelligence	7
Stealth	Dexterity	8
Streetwise	Charisma	7
Thievery	Dexterity	8

• indicates a trained skill.

Ranged Basic Attack

At-Will ♦ Standard Action

Distance Sling +1: +10 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 (+0) damage.

Level 21: 2[W] + Dex modifier (+0) damage.

Additional Effects

Basic Attack

Action Point

Base action points: 1

Sentinel's Action: When you spend an action point to take an extra action, you or one ally within 5 squares of you can shift up to his or her speed as a free action before or after you take the extra action. During the move, the character ignores difficult terrain.



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

Tending Strike

At-Will ♦ Standard Action

Summoner's Staff +4: +21 vs. AC, 1d8+10 damage

Frost Brand Quarterstaff +3: +20 vs. AC, 1d8+9 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 (+6) damage.

Effect: One ally within 5 squares of the target gains temporary hit points equal to your Con modifier (+5).

Additional Effects

Druid Attack 1

Reap Vitality

Daily ♦ Standard Action

Summoner's Staff +4: +21 vs. AC, 2d8+10 damage

Frost Brand Quarterstaff +3: +20 vs. AC, 2d8+9 damage

Melee weapon **Target:** One or two creatures

Your attacks seem to harvest your enemies' life essence, transferring it to your allies.

Keywords: Healing, Primal, Weapon

Attack: Wisdom vs. AC

Hit: 2[W] + Wis modifier (+6) damage.

Miss: Half damage.

Effect: Until the end of the encounter, bloodied allies who start their turn adjacent to you regain hit points equal to your Con modifier (+5).

Additional Effects

<p>Stonemetal Daily ♦ Minor Action</p> <p>Melee 1 Target: One flail, hammer, mace, or staff</p> <p><i>A weapon you touch hardens to become so strong that it strikes with the weight of a mountain.</i></p> <p>Keyword: Primal</p> <p>Effect: Once per round when a weapon attack hits with the target, the target of the attack also takes 4 damage and falls prone. This benefit lasts until the end of the encounter.</p> <p>Additional Effects</p>	<p>Healing Spirit Encounter (Special) ♦ Minor Action</p> <p>Unarmed:</p> <p>Close burst 5 Target: You or one ally in the burst</p> <p><i>You call to the spirits on behalf of a wounded ally, closing wounds and filling your ally with vigor.</i></p> <p>Keywords: Healing, Primal</p> <p>Effect: The target can spend a healing surge. If the target does so, one ally adjacent to your spirit companion, other than the target, regains 1d6 hit points. Level 11: 3d6 hit points.</p> <p>Additional Effects</p>	<p>Healing Word Encounter (Special) ♦ Minor Action</p> <p>Unarmed:</p> <p>Close burst 5 (10 at 11th level, 15 at 21st level) Target: You or one ally in the burst</p> <p><i>You utter a soothing word that mends wounds of the body and spirit.</i></p> <p>Keyword: Healing</p> <p>Effect: The target can spend a healing surge and regain 1d6 additional hit points. Level 11: 3d6 additional hit points.</p> <p>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.</p> <p>Additional Effects</p>
<p>Druid Attack 15 Used <input type="checkbox"/></p> <p>Call Spirit Companion At-Will ♦ Standard Action</p> <p>Close burst 20</p> <p><i>Your soul reaches out to your spirit friend, which faithfully appears at your side.</i></p> <p>Keywords: Conjunction, Primal</p> <p>Requirement: Your spirit companion must not be present.</p> <p>Effect: You conjure your spirit companion in an unoccupied square in the burst. The spirit lasts until you fall unconscious or until you dismiss it as a minor action. The spirit occupies 1 square. Enemies cannot move through its space, but allies can. When you take a move action, you can also move the spirit a number of squares equal to your speed. The spirit can be targeted by melee or ranged attacks, although it lacks hit points. If a single melee or ranged attack deals damage to the spirit equal to 10 + one-half your level or higher, the spirit disappears, and you take damage equal to 5 + one-half your level. Otherwise, the spirit is unaffected by the attack.</p> <p>Additional Effects</p>	<p>Shaman Feature Used <input type="checkbox"/> <input checked="" type="checkbox"/></p> <p>Lure of Enchantment Encounter ♦ Free Action</p> <p>Special</p> <p><i>A softly sung tune causes your enemy to wander as you direct it.</i></p> <p>Keyword: Charm</p> <p>Trigger: You hit an enemy with an attack.</p> <p>Effect: You slide the enemy up to 3 squares, but not into hindering terrain. The enemy grants combat advantage until the end of your next turn.</p> <p>Additional Effects</p>	<p>Cleric Utility Used <input type="checkbox"/> <input checked="" type="checkbox"/></p> <p>Spirit's Shield Encounter ♦ Opportunity Action</p> <p>Summoner's Staff +4: +19 vs. Reflex, 6 damage Frost Brand Quarterstaff +3: +18 vs. Reflex, 6 damage</p> <p>Melee spirit 1 Target: The triggering enemy</p> <p><i>Your spirit companion bats at a foe that drops its guard, and a nearby ally draws healing energy from the spirit.</i></p> <p>Keywords: Healing, Implement, Primal, Spirit</p> <p>Trigger: An enemy leaves a square adjacent to your spirit companion without shifting</p> <p>Attack: Wisdom vs. Reflex</p> <p>Hit: Wis modifier (+6) damage.</p> <p>Effect: One ally within 5 squares of your spirit companion regains hit points equal to your Wis modifier (+6).</p> <p>Additional Effects</p>
<p>Shaman Feature</p>	<p>Satyr Utility Used <input type="checkbox"/></p>	<p>Shaman Feature Used <input type="checkbox"/></p>
<p>Restore Life Daily ♦ Standard Action</p> <p>Melee 1 Target: One creature that died no more than 24 hours ago</p> <p><i>The restorative power of primal magic grants you mastery over life and death.</i></p> <p>Keyword: Primal</p> <p>Requirement: You must use this power at the end of an extended rest.</p> <p>Effect: The target is restored to life with full hit points and healing surges. You lose four healing surges. Up to four allies (other than the target) within 5 squares of you can each take a free action to lose one healing surge in your place. Healing surges lost to this effect can't be regained until the character who lost the surge reaches three milestones or takes three extended rests.</p> <p>Additional Effects</p>	<p>Speak with Spirits Daily ♦ Minor Action</p> <p>Personal</p> <p><i>You commune with the spirits, letting them guide your words and actions.</i></p> <p>Keyword: Primal</p> <p>Effect: During this turn, you gain a bonus to your next skill check equal to your Wis modifier (+6).</p> <p>Additional Effects</p>	<p>Seed of Healing 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>Leaf Wall Daily ♦ Minor Action</p> <p>Area wall 5 within 10 squares</p> <p><i>Wind spirits hurl tempests of leaves in a swirling mass that disorients enemies while concealing your allies.</i></p> <p>Keywords: Conjunction, Primal</p> <p>Effect: You conjure a leafy wall that lasts until the end of the encounter. The wall can be up to 4 squares high and must be on a solid surface. You or any ally has partial concealment while in the wall. Enemies grant combat advantage while in the wall or adjacent to it.</p> <hr/> <p>Additional Effects</p>	<p>Goodberry Daily ♦ Minor Action</p> <p>Unarmed:</p> <p>Personal</p> <p><i>You infuse mundane berries with primal power, letting those who consume them take advantage of their curative energy.</i></p> <p>Keywords: Healing, Primal</p> <p>Effect: You create four goodberries. Each lasts until it is consumed or until the end of your next extended rest. A creature can take a minor action to consume a goodberry either to regain 10 hit points, to make a saving throw, or to gain 10 temporary hit points.</p> <hr/> <p>Additional Effects</p>	<p>Bounty of Spring Daily ♦ Minor Action</p> <p>Unarmed:</p> <p>Close burst 10 Target: You and one ally in the burst</p> <p><i>The primal spirits grant you and your allies a healing boon.</i></p> <p>Keywords: Healing, Primal</p> <p>Effect: Until the end of the encounter, each target has regeneration 5 while bloodied. As a minor action, a target can end this regeneration on himself or herself to spend a healing surge and regain additional hit points equal to your Wis modifier (+6).</p> <hr/> <p>Additional Effects</p>
<p>Multiple Class Utility 6 <input checked="" type="checkbox"/> Used</p> <p>Sylvan Hide Armor +2 Armor ♦ Level 8</p> <p>Armor Bonus: 3 Check: -1 Enhancement: +2 AC</p> <p>Properties</p> <p>Gain an item bonus to Athletics checks and Stealth checks equal to the armor's enhancement bonus.</p>	<p>Druid Utility 10 <input checked="" type="checkbox"/> Used</p> <p>Frost Brand Quarterstaff +3 Weapon ♦ Level 13</p> <p>Damage: 1d8 Proficiency Bonus: 2 Enhancement: +3 attack rolls and damage rolls Critical: +1d8 cold damage per plus</p> <p>Property</p> <ul style="list-style-type: none"> ♦ While holding this weapon, you have fire resistance equal to 3 + twice the weapon's enhancement bonus. ♦ All untyped damage dealt by weapon attacks using this weapon changes to cold damage. <p>Attack Power (Cold) ♦ Encounter (Standard Action)</p> <p>Attack: Close blast 3 (creatures in the blast); the weapon's level + 3 vs. Reflex Hit: 2d10 cold damage, and the target is immobilized (save ends).</p> <p>Utility Power ♦ Encounter (Minor Action)</p> <p><i>Effect:</i> Close burst 5. You can extinguish any nonmagical fire in the burst, and each ally in the burst makes a saving throw against ongoing fire damage that a save can end.</p>	<p>Steadfast Sentinel Utility 12 <input checked="" type="checkbox"/> Used</p> <p>Amulet of Protection +1 Neck Slot Item ♦ Level 1</p> <p>Enhancement: +1 Fortitude, Reflex, and Will</p>
<p>Boots of the Dryad (heroic... Feet Slot Item ♦ Level 5</p> <p>Properties</p> <p>You ignore difficult terrain that is the result of plants, trees, underbrush, or natural growth (forest walk).</p> <p>Power ♦ Daily (Move Action)</p> <p>Teleport 4 squares to a square adjacent to a tree, treant, or plant of your size or larger.</p>	<p>Primordial Ring Ring ♦ Level 14</p> <p>Properties</p> <p>You are treated as an elemental creature as long as the ring is worn.</p> <p>Power ♦ Daily (Minor Action)</p> <p>Gain resistance 10 variable until the end of the encounter or for 5 minutes. You cannot use this power to resist a damage type to which you have a vulnerability. If you've reached at least one milestone today, your resistance 10 variable becomes (2/encounter).</p>	<p>Magic Hide Armor +2 Armor ♦ Level 6</p> <p>Armor Bonus: 3 Check: -1 Enhancement: +2 AC</p>

Amulet of Protection +3

Neck Slot Item ♦ Level 11

Enhancement: +3 Fortitude, Reflex, and Will**Summoner's Staff +4**

Staff ♦ Level 17

Enhancement: +4 attack rolls and damage rolls**Critical:** +1d6 damage per plus, or +1d10 damage per plus if a creature you summoned scored the critical hit**Properties**

When an enemy attacks a creature you summoned and misses, you or an ally within 5 squares of the summoned creature gains temporary hit points equal to 5 + the staff's enhancement bonus.

Power ♦ Daily (Immediate Interrupt)

Trigger: An enemy hits a creature you summoned.

Effect: The triggering enemy rerolls the attack roll and must use the second result.

Distance Sling +1

Weapon ♦ Level 1

Damage: 1d6**Proficiency Bonus:** 2**Range:** 10/20**Properties:** Load Free**Enhancement:** +1 attack rolls and damage rolls**Critical:** None**Properties**

Increase the weapon's normal range by 5 squares and the long range by 10 squares.