

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

Mark Brierley

17

Level

Barases

Good male Satyr Druid (Sentinel)

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

83000

Total XP

99000

Defenses

28	30	23	29
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP (Bloodied 61) **122**

Temp HP

Current Hit Points

Healing Surges

Surge Value **30** Surges/Day **12**

Current Conditions:

Combat Statistics and Senses

Initiative **8**

Conditional Modifiers:

Speed **6**

Passive Insight **24**

Passive Perception **29**

Special Senses: Low-light

Action Points

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

Resist 9 Fire

Current Conditions and Effects

Basic Attacks

Melee

Frost Brand Quarterstaff +3

16

1d12+4

Strength vs. AC

Damage

Ranged

Distance Sling +1

11

1d6+1

Dexterity vs. AC

Damage

Languages

Common, Elven



Abilities

STR Strength	12	Check 9
CON Constitution	20	13
DEX Dexterity	11	8
INT Intelligence	11	8
WIS Wisdom	22	14
CHA Charisma	11	8

Skills

Acrobatics	Dexterity	7
Arcana	Intelligence	10
Athletics	Strength	✓ 17
Bluff	Charisma	✓ 13
Diplomacy	Charisma	8
Dungeoneering	Wisdom	14
Endurance	Constitution	12
Heal	Wisdom	14
History	Intelligence	8
Insight	Wisdom	14
Intimidate	Charisma	8
Nature	Wisdom	✓ 21
Perception	Wisdom	✓ 19
Religion	Intelligence	8
Stealth	Dexterity	9
Streetwise	Charisma	8
Thievery	Dexterity	9

Mark Brierley

Player Name

Barases

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, Oomooroo

Session and Campaign Notes

-15700g worth of residium

Other Notes

Equipment

Head

Neck

Amulet of Protection +3

Arms

Hands

Rings

Primordial Ring

Rings

Main Hand

Frost Brand Quarterstaff +3

Waist

Sylvan Hide Armor +2

Feet

Boots of the Dryad (heroic tier)

Tattoo

Ki Focus

Other Equipment

Magic Hide Armor +2
Adventurer's Kit
Sling
Sling Bullets (100)
Ritual Book
Distance Sling +1
Amulet of Protection +1
Potion of Healing (4)
Sling Bullet (80)
Bola (3)
Summoner's Staff +4

Total Weight (lbs.)

286

Carrying Capacity (lbs.)

Normal

120

Heavy

240

Max

600

Treasure

8,286 gp; 10 sp
0 gp banked

Mark Brierley

Player Name

Barases

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 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.

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

Feral Ways

Primal Summoner Action

Action point spent (extra action): may give 1 standard action command to 1 of your summoned creatures (free action)

Paragon of the Natural Cycle (Summer)

Your reach increases by 1 for melee weapon attacks.

Move as One

When you move using a move action, one of your summoned creatures can move its speed.

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

Call to the Wild

Exchange druid daily power for one use of summon natural ally

Barases

Level 17 Satyr Druid (Sentinel)

HP	Score	Ability Mod	AC
122	12	1	28
Spd	CON	5	Fort
6	11	0	30
Init	DEX	0	Ref
+8	11	0	23
	INT	0	Will
	22	6	29
	WIS	0	
	11	0	29
	CHA	0	

24 Passive Insight

29 Passive Perception

Player Name: Mark Brierley

Melee Basic Attack

At-Will ♦ Standard Action

Frost Brand Quarterstaff +3: +16 vs. AC, 1d12+4 damage

Summoner's Staff +4: +17 vs. AC, 1d12+5 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

Frost Brand Quarterstaff +3: +21 vs. AC, 2d12+9 damage

Summoner's Staff +4: +22 vs. AC, 2d12+10 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.

Level 17: 2[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	7
Arcana	Intelligence	10
Athletics	Strength	• 17
Bluff	Charisma	• 13
Diplomacy	Charisma	8
Dungeoneering	Wisdom	14
Endurance	Constitution	12
Heal	Wisdom	14
History	Intelligence	8
Insight	Wisdom	14
Intimidate	Charisma	8
Nature	Wisdom	• 21
Perception	Wisdom	• 19
Religion	Intelligence	8
Stealth	Dexterity	9
Streetwise	Charisma	8
Thievery	Dexterity	9

• indicates a trained skill.

Ranged Basic Attack

At-Will ♦ Standard Action

Distance Sling +1: +11 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

Redfang Prophecy

Encounter ♦ Standard Action

Frost Brand Quarterstaff +3: +19 vs. Will, 2d8+9 damage

Summoner's Staff +4: +20 vs. Will, 2d8+10 damage

Ranged 5 **Target:** One creature

You cause your enemy to feel teeth crunching through bone. Your summoned creature then heightens that enemy's pain.

Keywords: Implement, Primal, Psychic

Attack: Wisdom vs. Will

Hit: 2d8 + Wis modifier (+6) psychic damage. Until the end of your next turn, your summoned creatures deal extra damage against the target equal to your Wis modifier (+6).

Additional Effects

Action Point

Base action points: 1

Primal Summoner Action: When you spend an action point to take an extra action, you can give a single standard action command to one of your summoned creatures as a free action.



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

Frost Brand Quarterstaff +3: +21 vs. AC, 1d12+9 damage

Summoner's Staff +4: +22 vs. AC, 1d12+10 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

Summon Natural Ally

Daily ♦ Standard Action

Ranged 5

You call out to the spirits of the natural world, which send a faithful creature to do your bidding.

Keywords: Primal, Summoning

Effect: You summon a creature associated with your Primal Aspect (such as Primal Guardian or Primal Predator) and of your level or lower. The creature appears in an unoccupied space within range. It is an ally to you and your allies.

The creature lacks actions of its own. Instead, you spend actions to command it mentally, choosing from the actions in the creature's description. You must have line of effect to the creature to command it. When you command the creature, you and the creature share knowledge but not senses.

When the creature makes a check, you make it using your game statistics, not including any temporary bonuses or penalties.

The creature lasts until it drops below 1 hit point, at which point you lose a healing surge (or hit points equal to your surge value if you have no surges left). Otherwise, it lasts until you dismiss it as a minor action or until the end of the encounter.

Additional Effects

<p>Life Blood Harvest</p> <p>Daily ♦ Standard Action</p> <p>Frost Brand Quarterstaff +3: +21 vs. AC, 3d12+9 damage</p> <p>Summoner's Staff +4: +22 vs. AC, 3d12+10 damage</p> <p>Melee weapon Target: One creature</p> <p>You draw life energy out of your enemy, converting it to renewed vitality for your ally.</p> <p>Keywords: Healing, Primal, Weapon</p> <p>Attack: Wisdom vs. AC</p> <p>Hit: 3[W] + Wis modifier (+6) damage.</p> <p>Miss: Half damage.</p> <p>Effect: One ally within 5 squares of the target regains hit points as if he or she had spent a healing surge.</p> <p>Additional Effects</p>	<p>Summon Crocodile</p> <p>Daily ♦ Standard Action</p> <p>Ranged 5</p> <p><i>Chomping its jaws, a great crocodile appears at your command.</i></p> <p>Keywords: Implement, Primal, Summoning</p> <p>Effect: You summon a Large crocodile in an unoccupied space within range. The crocodile has speed 6 and swim 8. You can give the crocodile the following special command. On the turn you summon the crocodile, you give that command as part of using this power.</p> <p>Standard Action: Melee 1; targets one creature; Wisdom vs. Reflex; 1d8 + Wis modifier (+6) damage, and the crocodile grabs the target. The target takes a -3 penalty to escape checks against the crocodile.</p> <p>Instinctive Effect: If you haven't given the crocodile any commands by the end of your turn, it sustains the grab and attacks the creature it's grabbing. 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>Healing Spirit</p> <p>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.</p> <p>Level 16: 4d6 hit points.</p> <p>Additional Effects</p>
<p>Druid Attack 5 Used <input type="checkbox"/></p> <p>Healing Word</p> <p>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.</p> <p>Level 16: 4d6 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 9 Used <input type="checkbox"/></p> <p>Call Spirit Companion</p> <p>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.</p> <p>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 type="checkbox"/> <input type="checkbox"/></p> <p>Dire Bear Stamina</p> <p>Encounter ♦ Minor Action</p> <p>Close burst 5 Target: Your bear animal companion in the burst</p> <p><i>You instill vigor into your bear animal companion, allowing it to shrug off even the worst attacks.</i></p> <p>Keyword: Primal</p> <p>Effect: The target gains resist 10 to all damage until the end of your next turn.</p> <p>Additional Effects</p>
<p>Cleric Utility Used <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p>	<p>Shaman Feature</p>	<p>Druid Utility Used <input type="checkbox"/></p>
<p>Lure of Enchantment</p> <p>Encounter ♦ Free Action</p> <p>Special</p> <p>A softly sung tune causes your enemy to wander as you direct it.</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>Spirit's Shield</p> <p>Encounter ♦ Opportunity Action</p> <p>Frost Brand Quarterstaff +3: +19 vs. Reflex, 6 damage</p> <p>Summoner's Staff +4: +20 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>Restore Life</p> <p>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>

<h3>Speak with Spirits</h3> <p>Daily ♦ Minor Action</p> <p>Personal</p> <p>You commune with the spirits, letting them guide your words and actions.</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> <hr/> <p>Additional Effects</p>	<h3>Seed of Healing</h3> <p>Daily ♦ Minor Action</p> <p>Unarmed:</p> <p>Personal</p> <p>Primal power threads through you, coalescing into a golden seed ripe with healing magic.</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> <hr/> <p>Additional Effects</p>	<h3>Leaf Wall</h3> <p>Daily ♦ Minor Action</p> <p>Area wall 5 within 10 squares</p> <p>Wind spirits hurl tempests of leaves in a swirling mass that disorients enemies while concealing your allies.</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>Shaman Feature</p> <p>Used <input type="checkbox"/></p> <h3>Goodberry</h3> <p>Daily ♦ Minor Action</p> <p>Unarmed:</p> <p>Personal</p> <p>You infuse mundane berries with primal power, letting those who consume them take advantage of their curative energy.</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>Druid Utility 2</p> <p>Used <input type="checkbox"/></p> <h3>Tightened Control</h3> <p>Daily ♦ Minor Action</p> <p>Personal</p> <p>The bond between you and your summoned beasts grows stronger, strengthening them.</p> <p>Keywords: Primal, Stance</p> <p>Effect: Until the stance ends, your summoned creatures gain a +2 power bonus to attack rolls and damage rolls, except when such rolls are part of an instinctive effect.</p> <hr/> <p>Additional Effects</p>	<p>Multiple Class Utility 6</p> <p>Used <input type="checkbox"/></p> <h3>Falcon's Flight</h3> <p>Daily ♦ Minor Action</p> <p>Close burst 5</p> <p>Target: You or one ally in the burst</p> <p>Winds swirl around the target, carrying it aloft and giving it the ability to soar like a falcon.</p> <p>Keyword: Primal</p> <p>Effect: The target gains a fly speed of 6 until the end of the encounter.</p> <hr/> <p>Additional Effects</p>
<p>Druid Utility 10</p> <p>Used <input type="checkbox"/></p> <h3>Sylvan Hide Armor +2</h3> <p>Armor ♦ Level 8</p> <p>Armor Bonus: 3</p> <p>Check: -1</p> <p>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>Primal Summoner Utility 12</p> <p>Used <input type="checkbox"/></p> <h3>Distance Sling +1</h3> <p>Weapon ♦ Level 1</p> <p>Damage: 1d6</p> <p>Proficiency Bonus: 2</p> <p>Range: 10/20</p> <p>Properties: Load Free</p> <p>Enhancement: +1 attack rolls and damage rolls</p> <p>Critical: None</p> <p>Properties</p> <p>Increase the weapon's normal range by 5 squares and the long range by 10 squares.</p>	<p>Druid Utility 16</p> <p>Used <input type="checkbox"/></p> <h3>Amulet of Protection +1</h3> <p>Neck Slot Item ♦ Level 1</p> <p>Enhancement: +1 Fortitude, Reflex, and Will</p>

Magic Hide Armor +2

Armor ♦ Level 6

Armor Bonus: 3

Check: -1

Enhancement: +2 AC

Boots of the Dryad (heroic...)

Feet Slot Item ♦ Level 5

Properties

You ignore difficult terrain that is the result of plants, trees, underbrush, or natural growth (forest walk).

Power ♦ Daily (Move Action)

Teleport 4 squares to a square adjacent to a tree, treant, or plant of your size or larger.

Frost Brand Quarterstaff +3

Weapon ♦ Level 13

Damage: 1d12

Proficiency Bonus: 2

Enhancement: +3 attack rolls and damage rolls

Critical: +1d8 cold damage per plus

Property

♦ 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.

Attack Power (Cold) ♦ Encounter (Standard Action)

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).

Utility Power ♦ Encounter (Minor Action)

Effect: 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.

Primordial Ring

Ring ♦ Level 14

Properties

You are treated as an elemental creature as long as the ring is worn.

Power ♦ Daily (Minor Action)

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).

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.

Amulet of Protection +3

Neck Slot Item ♦ Level 11

Enhancement: +3 Fortitude, Reflex, and Will

Potion of Healing

Consumable ♦ Level 5

Power (Healing) ♦ Consumable (Minor Action)

Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.