

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

Mark Brierley

14

Level

Barases

Good male Satyr Druid (Sentinel)

82 Age Height Weight Medium Size Melora Deity

47000

Total XP

57000

Defenses



Conditional Bonuses

Hit Points

Max HP (Bloodied 53)	107	Temp HP
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Current Hit Points

Healing Surges

Surge Value	Surges/Day
26	12

Current Conditions:

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

Vicious Quarterstaff +2

14	1d12+3
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Strength vs. AC

Damage

Ranged

Distance Sling +1

10	1d6+1
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Dexterity vs. AC

Damage

Languages

Common, Elven



Abilities

STR Strength	12	8
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	9
Athletics	Strength	✓ 16
Bluff	Charisma	✓ 12
Diplomacy	Charisma	7
Dungeoneering	Wisdom	13
Endurance	Constitution	11
Heal	Wisdom	13
History	Intelligence	7
Insight	Wisdom	13
Intimidate	Charisma	7
Nature	Wisdom	✓ 20
Perception	Wisdom	✓ 18
Religion	Intelligence	7
Stealth	Dexterity	8
Streetwise	Charisma	7
Thievery	Dexterity	8

Mark Brierley

Player Name

Barases

Character Name



Character Details

Background

Fey Beast Tamer

Theme

Fey Beast Tamer

Mannerisms and Appearance

Personality Traits

Adventuring Company

Dusk Wardens

Companions and Allies

Smack

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Amulet of Protection +3

Arms

Hands

Rings

Primordial Ring

Rings

Main Hand

Vicious Quarterstaff +2

Off Hand

Waist

Armor

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)

Total Weight (lbs.)

286

Carrying Capacity (lbs.)

Treasure

8,286 gp; 10 sp
0 gp banked

Normal

120

Heavy

240

Max

600

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.

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

Level 14 Satyr Druid (Sentinel)

HP	Score	Ability Mod	AC
107	12 STR	1	27
Spd	20 CON	5	Fort
6	11 DEX	0	29
Init	11 INT	0	Ref
+7	22 WIS	6	22
	11 CHA	0	Will
			28
23 Passive Insight			
28 Passive Perception			

Player Name: Mark Brierley

Melee Basic Attack

At-Will ♦ Standard Action



Vicious Quarterstaff +2: +14 vs. AC, 1d12+3 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



Vicious Quarterstaff +2: +19 vs. AC, 1d12+8 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	9
Athletics	Strength	• 16
Bluff	Charisma	• 12
Diplomacy	Charisma	7
Dungeoneering	Wisdom	13
Endurance	Constitution	11
Heal	Wisdom	13
History	Intelligence	7
Insight	Wisdom	13
Intimidate	Charisma	7
Nature	Wisdom	• 20
Perception	Wisdom	• 18
Religion	Intelligence	7
Stealth	Dexterity	8
Streetwise	Charisma	7
Thievery	Dexterity	8

• indicates a trained skill.

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



Vicious Quarterstaff +2: +19 vs. AC, 1d12+8 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

Redfang Prophecy

Encounter ♦ Standard Action



Vicious Quarterstaff +2: +17 vs. Will, 2d8+8 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

Vexing Overgrowth

Daily ♦ Standard Action



Vicious Quarterstaff +2: +19 vs. AC, 2d12+8 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 (+6) damage.

Miss: Half damage.

Effect: Until the end of the encounter, enemies grant combat advantage while adjacent to you.

Additional Effects

<h3>Life Blood Harvest</h3> <p>Daily ♦ Standard Action</p> <p>Vicious Quarterstaff +2: +19 vs. AC, 3d12+8 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>	<h3>Summon Crocodile</h3> <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>	<h3>Healing Spirit</h3> <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 11: 3d6 hit points.</p> <p>Additional Effects</p>
<p>Druid Attack 5 Used <input type="checkbox"/></p> <h3>Healing Word</h3> <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 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 9 Used <input type="checkbox"/></p> <h3>Call Spirit Companion</h3> <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"/></p> <h3>Lure of Enchantment</h3> <p>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 type="checkbox"/></p>	<p>Shaman Feature</p>	<p>Satyr Utility Used <input type="checkbox"/></p>
<h3>Spirit's Shield</h3> <p>Encounter ♦ Opportunity Action</p> <p>Vicious Quarterstaff +2: +17 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>	<p>Speak with Spirits</p> <p>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>

<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> <hr/> <p>Additional Effects</p>	<h3>Leaf Wall</h3> <p>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>	<h3>Goodberry</h3> <p>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>Druid Utility 2 Used <input type="checkbox"/></p> <h3>Tightened Control</h3> <p>Daily ♦ Minor Action</p> <p>Personal</p> <p><i>The bond between you and your summoned beasts grows stronger, strengthening them.</i></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 Used <input type="checkbox"/></p> <h3>Vicious Quarterstaff +2</h3> <p>Weapon ♦ Level 7</p> <p>Damage: 1d12</p> <p>Proficiency Bonus: 2</p> <p>Enhancement: +2 attack rolls and damage rolls</p> <p>Critical: +1d12 damage per plus</p>	<p>Druid Utility 10 Used <input type="checkbox"/></p> <h3>Primordial Ring</h3> <p>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>Primal Summoner Utility 12 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>	<p>Amulet of Protection +3</p> <p>Neck Slot Item ♦ Level 11</p> <p>Enhancement: +3 Fortitude, Reflex, and Will</p>	<p>Potion of Healing</p> <p>Consumable ♦ Level 5</p> <p>Power (Healing) ♦ Consumable (Minor Action)</p> <p>Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.</p>

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.

Magic Hide Armor +2

Armor ♦ Level 6

Armor Bonus: 3**Check:** -1**Enhancement:** +2 AC**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.

Sylvan Hide Armor +2

Armor ♦ Level 8

Armor Bonus: 3**Check:** -1**Enhancement:** +2 AC**Properties**

Gain an item bonus to Athletics checks and Stealth checks equal to the armor's enhancement bonus.