

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

Mark Brierley

15

Level

### Barases

Good male Satyr Druid (Sentinel)

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

57000

Total XP

69000

### Defenses

<b>27</b>	<b>29</b>	<b>22</b>	<b>28</b>
AC	FORT	REF	WILL

Conditional Bonuses

### Hit Points

**Max HP** (Bloodied) **112**

Temp HP

Current Hit Points

### Healing Surges

Surge Value **28**    Surges/Day **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="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

<b>15</b>	<b>1d12+4</b>
Strength vs. AC	Damage

#### Ranged

Distance Sling +1

<b>10</b>	<b>1d6+1</b>
Dexterity vs. AC	Damage

### Languages

Common, Elven



### Abilities

STR Strength	<b>12</b>	Check 8
CON Constitution	<b>20</b>	12
DEX Dexterity	<b>11</b>	7
INT Intelligence	<b>11</b>	7
WIS Wisdom	<b>22</b>	13
CHA Charisma	<b>11</b>	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

moody, superior, lately agitated and despondent

#### Adventuring Company

Dusk Wardens

#### Companions and Allies

Smack

#### 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

#### Off Hand

#### Waist

Sylvan Hide Armor +2

#### 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.

### 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 15 Satyr Druid (Sentinel)

HP	Score	Ability Mod	AC
112	12	STR 1	27
	20	CON 5	Fort
	11	DEX 0	29
6	11	INT 0	Ref
Init	22	WIS 6	22
+7	11	CHA 0	Will
			28

23 Passive Insight

28 Passive Perception

Player Name: Mark Brierley

## Melee Basic Attack

At-Will ♦ Standard Action

**Frost Brand Quarterstaff +3:** +15 vs. AC, 1d12+4 damage

**Summoner's Staff +4:** +16 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:** +20 vs. AC, 1d12+9 damage

**Summoner's Staff +4:** +21 vs. AC, 1d12+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.

**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.

## 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

## Redfang Prophecy

Encounter ♦ Standard Action

**Frost Brand Quarterstaff +3:** +18 vs. Will, 2d8+9 damage

**Summoner's Staff +4:** +19 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:** +20 vs. AC, 1d12+9 damage

**Summoner's Staff +4:** +21 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

## Life Blood Harvest

Daily ♦ Standard Action

**Frost Brand Quarterstaff +3:** +20 vs. AC, 3d12+9 damage

**Summoner's Staff +4:** +21 vs. AC, 3d12+10 damage

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

You draw life energy out of your enemy, converting it to renewed vitality for your ally.

**Keywords:** Healing, Primal, Weapon

**Attack:** Wisdom vs. AC

**Hit:** 3[W] + Wis modifier (+6) damage.

**Miss:** Half damage.

**Effect:** One ally within 5 squares of the target regains hit points as if he or she had spent a healing surge.

Additional Effects

<h3>Summon Crocodile</h3> <p>Daily ♦ Standard Action</p> <p><b>Ranged 5</b></p> <p><i>Chomping its jaws, a great crocodile appears at your command.</i></p> <p><b>Keywords:</b> Implement, Primal, Summoning</p> <p><b>Effect:</b> 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><b>Standard Action:</b> 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><b>Instinctive Effect:</b> 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>Stonemetal</h3> <p>Daily ♦ Minor Action</p> <p><b>Melee 1</b></p> <p><b>Target:</b> 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><b>Keyword:</b> Primal</p> <p><b>Effect:</b> 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>	<h3>Healing Spirit</h3> <p>Encounter (Special) ♦ Minor Action</p> <p><b>Unarmed:</b></p> <p><b>Close burst 5</b></p> <p><b>Target:</b> 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><b>Keywords:</b> Healing, Primal</p> <p><b>Effect:</b> 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 9      Used <input type="checkbox"/></p> <h3>Healing Word</h3> <p>Encounter (Special) ♦ Minor Action</p> <p><b>Unarmed:</b></p> <p><b>Close burst 5</b> (10 at 11th level, 15 at 21st level)</p> <p><b>Target:</b> 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><b>Keyword:</b> Healing</p> <p><b>Effect:</b> The target can spend a healing surge and regain 1d6 additional hit points.</p> <p>Level 11: 3d6 additional hit points.</p> <p><b>Special:</b> 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> <h3>Call Spirit Companion</h3> <p>At-Will ♦ Standard Action</p> <p><b>Close burst 20</b></p> <p><i>Your soul reaches out to your spirit friend, which faithfully appears at your side.</i></p> <p><b>Keywords:</b> Conjunction, Primal</p> <p><b>Requirement:</b> Your spirit companion must not be present.</p> <p><b>Effect:</b> 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><b>Special:</b></p> <p><i>A softly sung tune causes your enemy to wander as you direct it.</i></p> <p><b>Keyword:</b> Charm</p> <p><b>Trigger:</b> You hit an enemy with an attack.</p> <p><b>Effect:</b> 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> <h3>Spirit's Shield</h3> <p>Encounter ♦ Opportunity Action</p> <p><b>Frost Brand Quarterstaff +3:</b> +18 vs. Reflex, 6 damage</p> <p><b>Summoner's Staff +4:</b> +19 vs. Reflex, 6 damage</p> <p><b>Melee</b> spirit 1      <b>Target:</b> 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><b>Keywords:</b> Healing, Implement, Primal, Spirit</p> <p><b>Trigger:</b> An enemy leaves a square adjacent to your spirit companion without shifting</p> <p><b>Attack:</b> Wisdom vs. Reflex</p> <p><b>Hit:</b> Wis modifier (+6) damage.</p> <p><b>Effect:</b> 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> <h3>Restore Life</h3> <p>Daily ♦ Standard Action</p> <p><b>Melee 1</b></p> <p><b>Target:</b> 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><b>Keyword:</b> Primal</p> <p><b>Requirement:</b> You must use this power at the end of an extended rest.</p> <p><b>Effect:</b> 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>Satyr Utility      Used <input type="checkbox"/></p> <h3>Speak with Spirits</h3> <p>Daily ♦ Minor Action</p> <p><b>Personal:</b></p> <p><i>You commune with the spirits, letting them guide your words and actions.</i></p> <p><b>Keyword:</b> Primal</p> <p><b>Effect:</b> 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><b>Unarmed:</b></p> <p><b>Personal</b></p> <p><i>Primal power threads through you, coalescing into a golden seed ripe with healing magic.</i></p> <p><b>Keywords:</b> Healing, Primal</p> <p><b>Effect:</b> 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 <math>10 +</math> your healing surge value.</p> <hr/> <p>Additional Effects</p>	<h3>Leaf Wall</h3> <p>Daily ♦ Minor Action</p> <p><b>Area</b> 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><b>Keywords:</b> Conjuration, Primal</p> <p><b>Effect:</b> 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><b>Unarmed:</b></p> <p><b>Personal</b></p> <p><i>You infuse mundane berries with primal power, letting those who consume them take advantage of their curative energy.</i></p> <p><b>Keywords:</b> Healing, Primal</p> <p><b>Effect:</b> 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><b>Personal</b></p> <p><i>The bond between you and your summoned beasts grows stronger, strengthening them.</i></p> <p><b>Keywords:</b> Primal, Stance</p> <p><b>Effect:</b> 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>Distance Sling +1</h3> <p>Weapon ♦ Level 1</p> <p><b>Damage:</b> 1d6</p> <p><b>Proficiency Bonus:</b> 2</p> <p><b>Range:</b> 10/20</p> <p><b>Properties:</b> Load Free</p> <p><b>Enhancement:</b> +1 attack rolls and damage rolls</p> <p><b>Critical:</b> None</p> <p><b>Properties</b></p> <p>Increase the weapon's normal range by 5 squares and the long range by 10 squares.</p>	<p>Druid Utility 10      Used <input type="checkbox"/></p> <h3>Magic Hide Armor +2</h3> <p>Armor ♦ Level 6</p> <p><b>Armor Bonus:</b> 3</p> <p><b>Check:</b> -1</p> <p><b>Enhancement:</b> +2 AC</p>
<p>Primal Summoner Utility 12      Used <input type="checkbox"/></p> <h3>Summoner's Staff +4</h3> <p>Staff ♦ Level 17</p> <p><b>Enhancement:</b> +4 attack rolls and damage rolls</p> <p><b>Critical:</b> +1d6 damage per plus, or +1d10 damage per plus if a creature you summoned scored the critical hit</p> <p><b>Properties</b></p> <p>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 <math>5 +</math> the staff's enhancement bonus.</p> <p><b>Power ♦ Daily (Immediate Interrupt)</b></p> <p><b>Trigger:</b> An enemy hits a creature you summoned.</p> <p><b>Effect:</b> The triggering enemy rerolls the attack roll and must use the second</p>	<p>Amulet of Protection +3</p> <p>Neck Slot Item ♦ Level 11</p> <p><b>Enhancement:</b> +3 Fortitude, Reflex, and Will</p>	<p>Primordial Ring</p> <p>Ring ♦ Level 14</p> <p><b>Properties</b></p> <p>You are treated as an elemental creature as long as the ring is worn.</p> <p><b>Power ♦ Daily (Minor Action)</b></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>

## 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.

## Amulet of Protection +1

Neck Slot Item ♦ Level 1

**Enhancement:** +1 Fortitude, Reflex, and Will

## 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.

## 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.

## 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.