

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

9

Level

Barases

Good male Satyr Druid (Sentinel)

Age Height Weight Medium Size Melora Deity

16500

20500

Total XP

Defenses

23	22	16	21
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP (Bloodied)	75	Temp HP
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Current Hit Points

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Healing Surges

Surge Value	Surges/Day	
18	11	

Current Conditions:

Combat Statistics and Senses

Initiative	4
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Conditional Modifiers:

Speed	6
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Passive Insight	19
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Passive Perception	24
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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

<input type="text"/> 9	<input type="text"/> 1d12+2
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Strength vs. AC

Damage

Ranged

Distance Sling +1

<input type="text"/> 7	<input type="text"/> 1d6+1
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Dexterity vs. AC

Damage

Languages

Common, Elven



Abilities

STR Strength	11	Check
CON Constitution	18	8
DEX Dexterity	10	4
INT Intelligence	10	4
WIS Wisdom	20	9
CHA Charisma	10	4

Skills

Acrobatics	Dexterity	3
Arcana	Intelligence	4
Athletics	Strength	✓ 12
Bluff	Charisma	✓ 9
Diplomacy	Charisma	4
Dungeoneering	Wisdom	9
Endurance	Constitution	7
Heal	Wisdom	9
History	Intelligence	4
Insight	Wisdom	9
Intimidate	Charisma	4
Nature	Wisdom	✓ 16
Perception	Wisdom	✓ 14
Religion	Intelligence	4
Stealth	Dexterity	5
Streetwise	Charisma	4
Thievery	Dexterity	5

Player Name

Barases
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

Amulet of Protection +1

Arms

Hands

Rings

Primordial Ring

Rings

Main Hand

Vicious Quarterstaff +2

Waist

Off Hand

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 (20)
- Ritual Book
- Distance Sling +1
- Potion of Healing

Total Weight (lbs.)

116

Carrying Capacity (lbs.)

Treasure

1,082 gp
0 gp banked

Normal

110

Heavy

220

Max

550



Barases

Player Name

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.

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.

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)

Feats

Walk among Men

Appear as an eladrin, elf, or human

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.

Toughness

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

Mark of Healing

Grant saving throw to ally you heal, perform restoration rituals

Barases

Level 9 Satyr Druid (Sentinel)

HP	75	Score	Ability Mod	AC
Spd	6	11	STR 0	23
Init	+4	18	CON 4	Fort
		10	DEX 0	22
		10	INT 0	Ref
		20	WIS 5	16
		10	CHA 0	Will
				21

19 Passive Insight

24 Passive Perception

Player Name:

Melee Basic Attack

At-Will ♦ Standard Action

Vicious Quarterstaff +2: +9 vs. AC, 1d12+2 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

Basic Attack

Combined Attack

Encounter ♦ Standard Action

Vicious Quarterstaff +2: +14 vs. AC, 1d12+7 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

Skills

Acrobatics	Dexterity	3
Arcana	Intelligence	4
Athletics	Strength	• 12
Bluff	Charisma	• 9
Diplomacy	Charisma	4
Dungeoneering	Wisdom	9
Endurance	Constitution	7
Heal	Wisdom	9
History	Intelligence	4
Insight	Wisdom	9
Intimidate	Charisma	4
Nature	Wisdom	• 16
Perception	Wisdom	• 14
Religion	Intelligence	4
Stealth	Dexterity	5
Streetwise	Charisma	4
Thievery	Dexterity	5

• indicates a trained skill.

Ranged Basic Attack

At-Will ♦ Standard Action

Distance Sling +1: +7 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

Vexing Overgrowth

Daily ♦ Standard Action

Vicious Quarterstaff +2: +14 vs. AC, 2d12+7 damage

Distance Sling +1: +12 vs. AC, 2d6+6 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

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.

Encounter Special

Tending Strike

At-Will ♦ Standard Action

Vicious Quarterstaff +2: +14 vs. AC, 1d12+7 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 (+4).

Additional Effects

Druid Attack 1

Life Blood Harvest

Daily ♦ Standard Action

Vicious Quarterstaff +2: +14 vs. AC, 3d12+7 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 (+5) 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>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 (+5) 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 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. Level 6: 2d6 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>	<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>Druid Attack 9 Used <input type="checkbox"/></p> <h3>Restore Life</h3> <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>Cleric Utility Used <input type="checkbox"/></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> <p>Additional Effects</p>	<p>Satyr Utility Used <input type="checkbox"/></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: Conjuration, 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> <p>Additional Effects</p>
<p>Druid Utility Used <input type="checkbox"/></p>	<p>Druid Utility 2 Used <input type="checkbox"/></p>	<p>Multiple Class Utility 6 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>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>	<p>Sylvan Hide Armor +2</p> <p>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>

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.

Amulet of Protection +1

Neck Slot Item ♦ Level 1

Enhancement: +1 Fortitude, Reflex, and Will

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.

Magic Hide Armor +2

Armor ♦ Level 6

Armor Bonus: 3

Check: -1

Enhancement: +2 AC

Vicious Quarterstaff +2

Weapon ♦ Level 7

Damage: 1d12

Proficiency Bonus: 2

Enhancement: +2 attack rolls and damage rolls

Critical: +1d12 damage per plus