

Player Name

Fit 7 Druid 10.000
Character Name Level Class Paragon Path Epic Destiny Total XP
Longtooth Shifter Medium Male Good
Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE DEX 1/2 LVL MISC
3 Initiative 3
CONDITIONAL MODIFIERS

DEFENSES

SCORE DEFENSE 10 + ARMOR/ 1/2 LVL ABIL CLASS FEAT ENH MISC MISC
18 AC **13** **3** **2**
CONDITIONAL BONUSES

MOVEMENT

SCORE BASE ARMOR ITEM MISC
6 Speed (Squares) **6**
SPECIAL MOVEMENT
+1 Speed when charging in beast form

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
12	STR Strength	1	4
15	CON Constitution	2	5
11	DEX Dexterity	0	3
10	INT Intelligence	0	3
21	WIS Wisdom	5	8
8	CHA Charisma	-1	2

SCORE DEFENSE 10 + ARMOR/ 1/2 LVL ABIL CLASS FEAT ENH MISC MISC
16 FORT **13** **2** **1**
CONDITIONAL BONUSES

SCORE DEFENSE 10 + ARMOR/ 1/2 LVL ABIL CLASS FEAT ENH MISC MISC
15 REF **13** **1** **1**
CONDITIONAL BONUSES

SCORE DEFENSE 10 + ARMOR/ 1/2 LVL ABIL CLASS FEAT ENH MISC MISC
20 WILL **13** **5** **1** **1**
CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
23	Passive Insight	10	13
25	Passive Perception	10	15

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Battle Staff +2
ATT BONUS 1/2 LVL ABIL CLASS PROF FEAT ENH MISC
12 **3** **5** **2** **2**
ABILITY: Melee Basic Attack - Vengeful Mace +1
ATT BONUS 1/2 LVL ABIL CLASS PROF FEAT ENH MISC
11 **3** **5** **2** **1**

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
		SURGE VALUE SURGES/DAY
62	31	15 9
1/2 HP		1/4 HP

CURRENT HIT POINTS CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED ☐

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES ☐ ☐ ☐

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points
MILESTONES ACTION POINTS
0 1
1 2
2 3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Longtooth Shifting - Use longtooth shifting as an encounter power

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Battle Staff +2
DAMAGE ABIL FEAT ENH MISC MISC
1d8+7 **5** **2**
ABILITY: Melee Basic Attack - Vengeful Mace +1
DAMAGE ABIL FEAT ENH MISC MISC
1d8+6 **5** **1**

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
12	AC	Battle Staff +2	1d8+7
11	AC	Vengeful Mace +1	1d8+6
8	AC	Unarmed (Melee)	1d4+5
3	AC	Unarmed (Range)	1d4

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
2	Acrobatics	DEX 3	0	-1	0
3	Arcana	INT 3	0	n/a	0
5	Athletics	STR 4	0	-1	2
2	Bluff	CHA 2	0	n/a	0
2	Diplomacy	CHA 2	0	n/a	0
8	Dungeoneering	WIS 8	0	n/a	0
11	Endurance	CON 5	5	-1	2
8	Heal	WIS 8	0	n/a	0
3	History	INT 3	0	n/a	0
13	Insight	WIS 8	5	n/a	0
2	Intimidate	CHA 2	0	n/a	0
13	Nature	WIS 8	5	n/a	0
15	Perception	WIS 8	5	n/a	2
3	Religion	INT 3	0	n/a	0
2	Stealth	DEX 3	0	-1	0
2	Streetwise	CHA 2	0	n/a	0
2	Thievery	DEX 3	0	-1	0

CLASS / PATH / DESTINY FEATURES

Balance of Nature - You must have one or two beast form at-will druid powers.

Primal Aspect - Choose a Primal Aspect option.

Primal Swarm

Ritual Casting - Gain Ritual Caster as a bonus feat.

Wild Shape - Gain the wild shape power

LANGUAGES KNOWN
Common, Elven

FEATS

Ritual Caster - Master and perform rituals

Toughness - Gain 5 additional hit points per tier

Melee Training (Wisdom) - Use Wisdom for melee basic attacks

Watchful Owl - +2 to Perception; +1 for each ally within 10 (max +5).

Patient Hunter

CHARACTER NAME

Fit

PLAYER NAME

RACE

Longtooth Shifter

CLASS

Druid

LEVEL

7

SCORE

ABILITY

MOD

HP

62

STR

12

+1

AC

18

CON

15

+2

Fort

16

Spd

6

DEX

11

+0

Ref

15

INT

10

+0

Will

20

WIS

21

+5

CHA

8

-1

Init

+3

23

Passive

Insight

25

Passive

Perception

PLAY DATA

DUNGEONS & DRAGONS

Skills

2

Acrobatics

DEX

3

Arcana

INT

5

Athletics

STR

2

Bluff

CHA

2

Diplomacy

CHA

8

Dungeoneering

WIS

11

Endurance

CON

(Trained)

8

Heal

WIS

3

History

INT

13

Insight

WIS

(Trained)

2

Intimidate

CHA

13

Nature

WIS

(Trained)

15

Perception

WIS

(Trained)

3

Religion

INT

2

Stealth

DEX

2

Streetwise

CHA

2

Thievery

DEX

ADDITIONAL EFFECTS

PLAY DATA

DUNGEONS & DRAGONS

Action Point

ADDITIONAL EFFECTS

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

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

Standard

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect:

You spend a healing surge and regain 15 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS

Melee Basic Attack

KEYWORDS

Weapon

USED

Standard

Melee weapon

ACTION

RANGE

12

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack:

Strength vs. AC

Hit:

1[W] + Strength modifier (+1) damage. Increase damage to 2[W] + Strength modifier (+1) at 21st level.

Special:

You can use an unarmed attack as a weapon to make a melee basic attack.

Battle Staff +2:

+12 attack, 1d8+7 damage

Vengeful Mace +1:

+11 attack, 1d8+6 damage

Unarmed:

+8 attack, 1d4+5 damage

ADDITIONAL EFFECTS

+1 item bonus to damage rolls when you have combat advantage - Talon Amulet +1.

CLASS

LEVEL

*

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS

Ranged Basic Attack

KEYWORDS

Weapon

USED

Standard

Ranged weapon

ACTION

RANGE

3

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack:

Dexterity vs. AC

Hit:

1[W] + Dexterity modifier (+0) damage. Increase damage to 2[W] + Dexterity modifier (+0) at 21st level.

Special:

Weapons with the heavy thrown property use Strength instead of Dexterity for attack rolls and damage rolls. Warlocks can use eldritch blast as a ranged basic attack, and wizards can use magic missile as a ranged basic attack.

Unarmed:

+3 attack, 1d4 damage

ADDITIONAL EFFECTS

+1 item bonus to damage rolls when you have combat advantage - Talon Amulet +1.

CLASS

LEVEL

*

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS

Wild Shape

KEYWORDS

Polymorph, Primal

USED

Minor

Personal

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect:

You change from your humanoid form to beast form or vice versa. When you change from beast form back to your humanoid form, you can shift 1 square. While you are in beast form, you can't use attack, utility, or feat powers that lack the beast form keyword, although you can sustain such powers.

You choose a specific form whenever you use wild shape to change into beast form. The beast form is your size, resembles a natural beast or a fey beast, and normally doesn't change your game statistics. Your equipment becomes part of your beast form, but you drop anything you are holding, except implements you can use. You continue to gain the benefits of the equipment you wear, except a shield.

You can use the properties and the powers of implements as well as magic items that you wear, but not the properties or the powers of weapons or the powers of wondrous items. While equipment is part of your beast form, it cannot be removed, and anything in a container that is part of your beast form is inaccessible.

Special:

You can use this power once per round.

ADDITIONAL EFFECTS

CLASS

Druid

LEVEL

BOOK

PH2

AT-WILL POWER

DUNGEONS & DRAGONS

Pounce

KEYWORDS

Beast Form, Implement, Primal

USED

Standard

Melee touch

ACTION

RANGE

10

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

Attack:

Wisdom vs. Reflex

Hit:

1d8 + Wisdom modifier (+5) damage. The target grants combat advantage to the next creature that attacks it before the end of your next turn.

Level 21:

2d8 + Wisdom modifier (+5) damage.

Special:

When charging, you can use this power in place of a melee basic attack.

Battle Staff +2:

+10 attack, 1d8+7 damage

Boar's Charge Totem +1:

+9 attack, 1d8+6 damage

Unarmed:

+8 attack, 1d8+5 damage

ADDITIONAL EFFECTS

+1 item bonus to damage rolls when you have combat advantage - Talon Amulet +1.

CLASS

Druid

LEVEL

1

BOOK

PH2

AT-WILL POWER

DUNGEONS & DRAGONS

Thorn Whip

KEYWORDS

Implement, Primal

USED

Standard

Ranged 10

ACTION

RANGE

10

vs

Fort

One creature

ATTACK

DEFENSE

TARGET

Attack:

Wisdom vs. Fortitude

Hit:

1d8 + Wisdom modifier (+5) damage, and you pull the target 2 squares.

Level 21:

2d8 + Wisdom modifier (+5) damage.

Battle Staff +2:

+10 attack, 1d8+7 damage

Boar's Charge Totem +1:

+9 attack, 1d8+6 damage

Unarmed:

+8 attack, 1d8+5 damage

ADDITIONAL EFFECTS

+1 item bonus to damage rolls when you have combat advantage - Talon Amulet +1.

CLASS

Druid

LEVEL

1

BOOK

PH2

AT-WILL POWER

DUNGEONS & DRAGONS

Fit

Page 3

Call of the Beast

KEYWORDS Charm, Implement, Primal, Psychic

USED

Standard

↓

10

↗

Area burst 1 within 10 squares

ACTION

↶

1

✱

RANGE

10

vs

Will

Each enemy in burst

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. Will

Hit: The target can't gain combat advantage until the end of your next turn. In addition, on its next turn the target takes psychic damage equal to 5 + your Wisdom modifier (+5) when it makes any attack that doesn't include your ally nearest to it as a target. Level 21: 10 + Wisdom modifier (+5) psychic damage.

Battle Staff +2: +10 attack
Boar's Charge Totem +1: +9 attack
Unarmed: +8 attack

ADDITIONAL EFFECTS

CLASS Druid

LEVEL 1

BOOK PH2

AT-WILL POWER

DUNGEONS & DRAGONS

Longtooth Shifting

KEYWORDS Healing

USED

Minor

↓

1

↗

Personal

ACTION

↶

1

✱

RANGE

vs

ATTACK

DEFENSE

TARGET

Requirement: You must be bloodied.

Effect: Until the end of the encounter, you gain a +2 bonus to damage rolls. In addition, while you are bloodied, you gain regeneration 2. Level 11: Regeneration 4. Level 21: Regeneration 6.

Unarmed: +3 attack

ADDITIONAL EFFECTS

CLASS Racial Power

LEVEL *

BOOK PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Call Forth the Spirit Pack

KEYWORDS Implement, Primal

USED

Standard

↓

10

↗

Close burst 5

ACTION

↶

5

✱

RANGE

10

vs

Reflex

One or two creatures in burst

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. Reflex

Hit: 1d6 + Wisdom modifier (+5) damage, and the target is knocked prone. If the target is marked by one of your allies, the target takes 1d6 extra damage.

Battle Staff +2: +10 attack, 1d6+7 damage
Boar's Charge Totem +1: +9 attack, 1d6+6 damage
Unarmed: +8 attack, 1d6+5 damage

ADDITIONAL EFFECTS

+1 item bonus to damage rolls when you have combat advantage - Talon Amulet +1.

CLASS Druid

LEVEL 1

BOOK PP

ENCOUNTER POWER

DUNGEONS & DRAGONS

Call Lightning

KEYWORDS Implement, Lightning, Primal, Thunder, Zone

USED

Standard

↓

10

↗

Area burst 1 within 10 squares

ACTION

↶

1

✱

RANGE

10

vs

Reflex

Each creature in burst

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier (+5) lightning damage.

Effect: The burst creates a zone of rumbling thunder that lasts until the end of your next turn. While within the zone, any enemy takes a -2 penalty to attack rolls, and any enemy that leaves the zone takes 5 thunder damage.

Battle Staff +2: +10 attack, 1d8+7 damage
Boar's Charge Totem +1: +9 attack, 1d8+6 damage
Unarmed: +8 attack, 1d8+5 damage

ADDITIONAL EFFECTS

+1 item bonus to damage rolls when you have combat advantage - Talon Amulet +1.

CLASS Druid

LEVEL 3

BOOK PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Plague of Locusts

KEYWORDS Implement, Poison, Primal

USED

Standard

↓

5

↗

Ranged 5

ACTION

↶

1

✱

RANGE

10

vs

Fort

One, two, or three creatures

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. Fortitude

Hit: 1d6 + Wisdom modifier (+5) poison damage, and the target grants combat advantage until the end of your next turn.

Primal Swarm: The attack deals extra poison damage equal to your Constitution modifier (+2).

Battle Staff +2: +10 attack, 1d6+7 damage
Boar's Charge Totem +1: +9 attack, 1d6+6 damage
Unarmed: +8 attack, 1d6+5 damage

ADDITIONAL EFFECTS

+1 item bonus to damage rolls when you have combat advantage - Talon Amulet +1.

CLASS Druid

LEVEL 7

BOOK PP

ENCOUNTER POWER

DUNGEONS & DRAGONS

Fires of Life

KEYWORDS Fire, Healing, Implement, Primal

USED

Standard

↓

10

↗

Area burst 1 within 10 squares

ACTION

↶

1

✱

RANGE

10

vs

Reflex

Each enemy in burst

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. Reflex

Hit: 1d6 + Wisdom modifier (+5) fire damage, and ongoing 5 fire damage (save ends). If the target drops to 0 hit points before it saves against the ongoing damage, one creature of your choice within 5 squares of the target regains hit points equal to 5 + your Constitution modifier (+2).

Aftereffect: One creature of your choice within 5 squares of the target regains hit points equal to your Constitution modifier (+2).

Miss: Half damage.

Battle Staff +2: +10 attack, 1d6+7 damage
Boar's Charge Totem +1: +9 attack, 1d6+6 damage
Unarmed: +8 attack, 1d6+5 damage

ADDITIONAL EFFECTS

+1 item bonus to damage rolls when you have combat advantage - Talon Amulet +1.

CLASS Druid

LEVEL 1

BOOK PH2

DAILY POWER

DUNGEONS & DRAGONS

Summon Fire Beetle

KEYWORDS Fire, Implement, Primal, Summoning

USED

Standard

↓

5

↗

Ranged 5

ACTION

↶

1

✱

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: You summon a Small fire beetle in an unoccupied square within range. The beetle has speed 6 and resist 5 fire. You can give the beetle the following special command. On the turn you summon the beetle, you give that command as part of using this power.

Standard action: Close blast 3; targets each creature in blast; Wisdom vs. Reflex; 1d8 + Wisdom modifier (+5) fire damage.

Instinctive Effect: If you haven't given the beetle any commands by the end of your turn, it makes its attack against at least one enemy, targeting as many enemies as possible. If it can't target any enemies, it moves its speed to a square adjacent to an enemy.

ADDITIONAL EFFECTS

CLASS Druid

LEVEL 5

BOOK PP

DAILY POWER

DUNGEONS & DRAGONS

Inspiring Fortitude

KEYWORDS

USED

Standard

↓

1

↗

Close burst 5

ACTION

↶

5

✱

RANGE

AT-WILL

ENCOUNTER

DAILY

Requirement: Your second wind must be available for you to use

Target: Each ally in burst

Effect: You use your second wind, and each target gains temporary hit points equal to 10 + your Constitution modifier (+2).

Prerequisite: You must be trained in Endurance.

ADDITIONAL EFFECTS

CLASS Endurance

LEVEL 2

BOOK PH3

UTILITY POWER

DUNGEONS & DRAGONS

Black Harbinger

KEYWORDS Primal

USED

Free

↓

1

↗

Personal

ACTION

↶

1

✱

RANGE

AT-WILL

ENCOUNTER

DAILY

Prerequisite: You must have the wild shape power.

Effect: Until the end of the encounter, you can use wild shape to assume the form of a Tiny raven. In this form, you gain a fly speed equal to your speed, and your walking speed becomes 2. You can't attack, pick up anything, or manipulate objects.

Until this power ends, you can use wild shape to change among this form, another beast form, and your humanoid form.

ADDITIONAL EFFECTS

CLASS Druid

LEVEL 6

BOOK PH2

UTILITY POWER

DUNGEONS & DRAGONS

Ritual Book

			1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

Ritual casters use a ritual book to store the rituals they have mastered.

NOTES

ITEM SLOTWEIGHT3PRICE50BOOKPH

ITEMDUNGEONS & DRAGONS

Animal Messenger

			1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

You target a nonhostile Tiny animal, such as a sparrow, a raven, a fox, or a carp. The animal must remain within 5 squares of you for the time necessary to perform the ritual. Once the ritual is complete, you whisper a message of up to 25 words to the animal and name a recipient and a location. The animal bounds off toward the location, in search of the recipient. The animal avoids danger along its path. Upon finding the recipient, the animal approaches until it is adjacent to the recipient, and then your whisper issues from the animal's mouth, conveying the message. When the animal delivers its message or the ritual's duration ends, your influence ends and the animal reverts to its natural behavior. Your Nature check determines how long the animal is affected by the ritual.

Nature Check Result : Duration
19 or lower : 6 hours
20–29 : 12 hours
30–39 : 18 hours
40 or higher : 24 hours

NOTES

ITEM SLOTWEIGHT0PRICEBOOKPH

ITEMDUNGEONS & DRAGONS

Traveler's Camouflage

			1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

You cloak yourself and any allies present for the ritual in a camouflaging shroud. The subjects of this ritual gain a bonus to Stealth checks while traveling, and other creatures take a penalty when using Perception to find your tracks.

Your Nature check determines the bonus you and your allies gain and the penalty others take.

Nature Check Result : Bonus to Stealth : Penalty to Find Tracks
19 or lower : +2 : -2
20–29 : +5 : -5
30 or higher : +10 : -10

This camouflage protects you and your allies as you travel, but not during battle. Any subject who rolls initiative or makes an attack roll loses the benefit of this ritual until the end of the encounter. If a subject is hidden when he or she makes an attack, that subject loses the bonus before making the attack roll, which could cause him or her to lose the benefit of being hidden for that attack.

NOTES

ITEM SLOTWEIGHT0PRICEBOOKPP

ITEMDUNGEONS & DRAGONS

Vengeful Mace +1

1d8	2	Mace	
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls	5	+1d6 damage	
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES

Versatile

Melee Basic Attack: +11 attack, 1d8+6 damage

☐ AT-WILL☐ ENCOUNTER☐ DAILY

POWER

Power (Encounter): Free Action. Use this power when an attack hits a bloodied ally within 10 squares of you. Gain a +2 power bonus to attack rolls and +1d10 on damage rolls with this weapon against the attacker until the end of your next turn.

ITEM SLOTOne-handWEIGHT6PRICE1000BOOKPH

MAGIC WEAPONDUNGEONS & DRAGONS

Boar's Charge Totem +1

DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls	3	+1d6 damage per plus	
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES

When charging while you are in beast form, you gain a +1 bonus to speed.

☐ AT-WILL☐ ENCOUNTER☐ DAILY

POWER

Power (Daily): Free. Trigger: You hit an enemy with a charge attack using this totem while you are in beast form. Effect: You push that enemy 1 square and can shift into the space it vacated.

ITEM SLOTOff-handWEIGHT0PRICE680BOOKAV2

MAGIC WEAPONDUNGEONS & DRAGONS

Battle Staff +2

DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls	9	+2d8 damage	
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES

Whenever you make a weapon attack with this staff, you can score a critical hit on a roll of 19–20.

Melee Basic Attack: +12 attack, 1d8+7 damage

☐ AT-WILL☐ ENCOUNTER☐ DAILY

POWER

Power (Daily): Free Action. Trigger: You miss with a melee attack using this staff. Effect: Reroll the attack roll and use the second result, even if it is lower than the first.

ITEM SLOTOff-handWEIGHT0PRICE4200BOOKEPG

MAGIC WEAPONDUNGEONS & DRAGONS

Breaching Hide Armor +2

3	-1	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+2 AC	8	Armor	
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

☐ AT-WILL☐ ENCOUNTER☐ DAILY

POWER

Power (Daily • Teleportation): Move Action. Use this power when you are adjacent to a wall to teleport to the other side of the wall. This teleport does not require line of sight and moves you no more than 3 squares (allowing you to teleport past a wall no more than 2 squares thick). If you attempt to teleport into an occupied square, you go nowhere; your move action is not spent, but the daily power is expended.

ITEM SLOBodyWEIGHT25PRICE3400BOOKPH

MAGIC ITEMDUNGEONS & DRAGONS

Talon Amulet +1

			1
AC BONUS	CHECK	SPEED	QUANTITY
+1 Fortitude, Reflex, and Will	3	Neck Slot Item	
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

Gain +1 item bonus to damage rolls when you have combat advantage.

☐ AT-WILL☐ ENCOUNTER☐ DAILY

POWER

Power (Daily): Minor Action. Up until the end of the encounter, any creature that hits you with a melee attack takes 1d6 damage.

ITEM SLONeckWEIGHT0PRICE680BOOKRTOTP

MAGIC ITEMDUNGEONS & DRAGONS