DUNGEONS & DRAGONS

Character Sheet

| | | | | | | | Contraction of the second | - | | | Player Name | | | | | | | | |
|-----------------------------|----------------------------------|---------------|-----------------------|-----------|-------------------|--------|---------------------------|--------------------------|--------------------------|---------------------|------------------------|------------|----------|------------------|--------------|----------|-----------|-----------|-----|
| Shivra | | | | Γ | 1 | Dru | ıid | | | | | | | | | | | | 0 |
| | er Name | | | L | Level | Clas | | | Paragon Path | | • | Desti | ny | | | | Tota | al XP | |
| Drow Race | | Mediu Size | um | Age | Fer | male | 5'10" Height | 150 Weight | Evil Alignment | Lolth (For Deity | gotten I | | dventu | ring Compa | nv | | RPGA | Number | |
| Nucc | TN | ITIA | TIVF | Age | GCI | luci | licigite | - | FENSES | Deity | | , | aventa | | EME | ΝТ | N OA | Number | |
| SCORE | _ | | 1/2 LVL | | | MISC | SCORE | | IOR/ BIL CLASS FEAT E | | SCORE | _ | | | | | MOR IT | M MIS | c |
| 1 | Initiative | 1 | | | | | | $C \qquad 10 \qquad 4$ | | | 7 | S | Spee | d (Square | s) 6 | | | 1 | |
| CONDITI | ONAL MODIFIERS | | | | | | CONDITIONAL | | | | +2 Speed | | | under the effe | ect of a pri | imal pol | ymorph or | rage powe | er |
| | ADTI | ττν ο | CODE | S | | | | | | | | | | CE | NCEC | • | | | |
| sco | | | | | D <u>+ 1/2</u> L\ | VL. | | 10 + FENSE 1/2 LVL AB | TI CLASS FEAT F | NH MISC MISC | SCORE | : P/ | ASSIVE S | | NSES | | BASE | SKILL BO | NUS |
| 1 | STR | Í | 0 | | 0 | ٦ | | ORT 10 2 | | | 19 | | | e Insigh | t | | 10 + | 9 | ٦ |
| | Strength | | | | | - - | CONDITIONAL | | | | | | | | | | | | 4 |
| 1 | 4 CON Constitution | | 2 | | 2 | | | | | | 19 | | | e Percep | otion | | 10 + | 9 | |
| _ | | | | | | - | | 10 + FENSE 1/2 LVL AB | SIL CLASS FEAT E | NH MISC MISC | SPECIAL S Darkvisio | | s | | | | | | |
| 1 | 2 DEX Dexterity | | 1 | | 1 | | (12) R | REF 10 1 | 1 1 | | | | ΛТ | TACK V | NUDI | (SD) | | | |
| 1 | D INT | | 0 | | 0 | ٦ | CONDITIONAL | L BONUSES | | | ABILITY: | Mele | | ic Attack | | | 10L | | |
| | Intelligence | | | | | | | 10 . | | | ATT BONL | | | 2 LVL ABIL | | | FEAT | ENH MIS | к |
| 1 | 8 WIS | | 4 | | 4 | ٦ | | 10 + FENSE 1/2 LVL AB | BIL CLASS FEAT E | NH MISC MISC | + 0 | | | 0 0 | | | | | |
| | Wisdom | | | | | - - | (15) W | VILL 10 4 | 4 1 1 | | ABILITY: | Ran | ged Ba | asic Attac | k - Una | armec | 1 | | |
| 1 |) CHA Charisma | | 0 | | 0 | | CONDITIONAL | L BONUSES | | | ATT BONL | | | 2 LVL ABIL | | | | ENH MIS | ic |
| | | | | | | | | | | | + 1 | | | 0 1 | | | | | |
| ма | НЦ Х НР | I PO. | | | SURGES | | | ACTIC | ON POINTS MILESTONES | ACTION POINTS | | | П٨ | MAGE | MOD | VSD | ACE | | |
| | BLOODIE | | SURGE VAL | | SURGES/ | DAY | Ac | ction Points | 0 1 | 1 2 | ABILITY: | Mele | | ic Attack | | | ACL | | |
| | 26 13 | | 6 1/4 HP | | 9 | | ADDITIONAL E | EFFECTS FOR SPENDI | NG ACTION POINTS | 3 | DAMAGE | mere | LC DUS | | ABIL | FEAT | ENH I | MISC MIS | SC |
| CURREN | T HIT POINTS | | | | RENT SURG | E USES | | | | | | | 1d4 | | 0 | | | | |
| | | | | | | | | | FEATURES | | ABILITY: | Ran | ged Ba | asic Attac | k - Una | rmec | l | | |
| | | | | | | | | - | e aware 4 hours in | | DAMAGE | | | | ABIL | FEAT | ENH I | MISC MIS | ic |
| TEMPO | SECOND WIND 1 RARY HIT POINTS | L/ENCO | UNTER | | USED | | Loithtouc | ched - Use eithe | r cloud of darknes | s or darkfire | | 1 | d4+1 | | 1 | | | | |
| TLMFO | VART HIT FOINTS | | | | | | once per e | encounter. | | | | | | BASIC | | CK | 2 | | |
| DEATH SAVING THROW FAILURES | | | | | | | | Wisdom - Use V | | | ATTACK | , <u> </u> | DEFENSE | | APON OR | | | DAMAG | E |
| SAVING | THROW MODS | | | | | | Fey Origi | in - Your origin is | s fey, not natural | | 0 | vs | AC | Unarmed | d (Melee | e) | | 1d4 | |
| RESIST | ANCES | | | | | | | | | | 1 | vs | AC | Unarmed | 1 (Rang | e) | | 1d4+: | 1 |
| | | | | | | | | | | | | | | | . (| -/ | | | - |
| CURREN | IT CONDITIONS AND EFF | ECTS | | | | | | | | | | vs | | | | | | | |
| | | | | | | | | | | | | vs | | | | | | | |
| | | SKIL | | | | | CLAS | 5S / PATH / | DESTINY F | EATURES | | | | | | | | | |
| BONUS | SKILL NAME | | ABIL MOD + 1/2 LVL | | ARMOR PENALTY | MISC | | | must have one o | r two beast form | | | | | EATS | | | | |
| 0 | Acrobatics | DEX | 1 | 0 | -1 | 0 | at-will drui | - | | | | | | laster and | | | | | _ |
| 5 | Arcana | INT | 0 | 5 | n/a | 0 | | • | a Primal Aspect op | tion. | | | | ess - +1 to | speed, | or +2 | 2 when a | affected | ру |
| -1 | Athletics | STR | 0 | 0 | -1 | 0 | | al Swarm | | | polymo | orph | or rage | e power | | | | | |
| 0 | Bluff | СНА | | | n/a | 0 | | - | ual Caster as a bo | nus feat. | | | | | | | | | _ |
| 0 | Diplomacy | СНА | | | n/a | 0 | Wild Sha | pe - Gain the wi | ld shape power | | | | | | | | | | |
| 4 | Dungeoneering | | 4 | | n/a | 0 | | | | | | | | | | | | | |
| | | WIS | 2 | | -1 | 0 | | | | | | | | | | | | | |
| | Endurance | CON | | | | | | | | | | | | | | | | | |
| 4 | Heal | WIS | 4 | | n/a | 0 | | | | | | | | | | | | | |
| | History | INT | | | n/a | 0 | | | | | | | | | | | | | |
| 9 | Insight | wis | 4 | 5 | n/a | 0 | | | | | | | | | | | | | |
| 2 | Intimidate | СНА | 0 | 0 | n/a | 2 | | | | | | | | | | | | | |
| 9 | Nature | wis | 4 | 5 | n/a | 0 | | | | | | | | | | | | | |
| 9 | Perception | wis | 4 | 5 | n/a | 0 | | | | | | | | | | | | | |
| | - | | | | n/a | 0 | | | | | | | | | | | | | |
| | Religion | INT | | | -1 | 2 | | LANGUA | AGES KNOW | N | | | | | | | | | |
| 2 | Stealth | DEX | | \square | | | Common, | Elven | | | | | | | | | | | |
| 0 | Streetwise | СНА | | | n/a | 0 | | | | | | | | | | | | | |
| | | | 1 | 0 | -1 | 0 | | | | | | | | | | | | | |

Shivra

| POWER INDEX | MAGIC ITEM INDEX | CHARACTER PORTRAIT |
|--|---|----------------------------|
| List your powers below. Check the box when the power is used. Clear the box when the power renews. | <i>List your powers below.</i> <i>Check the box when the power is used.</i> <i>Clear the box when the power renews.</i> | |
| AT-WILL POWERS | MAGIC ITEMS | |
| Wild Shape | WEAPON | 2.4 |
| Pounce | WEAPON | |
| Thorn Whip | WEAPON UKAPON | |
| Swarming Locusts | | |
| | ARMS | 10 A |
| | FEET | A PARE |
| ENCOUNTER POWERS | HANDS | A AMERICA |
| Second Wind | HEAD | |
| Cloud of Darkness | NECK | t Martin Martin State |
| Darkfire | | AND A STATE |
| Scattered Form | | |
| <u></u> | WAIST | PERSONALITY TRAITS |
| | | |
| DAILY POWERS | | |
| Fog of Insects | | |
| <u></u> | | |
| <u> </u> | | |
| | | |
| <u> </u> | | MANNERISMS AND APPEARANCE |
| | | |
| UTILITY POWERS | | |
| | | |
| | | |
| <u> </u> | | |
| | | |
| <u>_</u> | Daily Item Powers Per Day Heroic (1-10) Milestone | CHARACTER BACKGROUND |
| | Heroic (1-10) Milestone / / / Paragon (11-20) Milestone / / / | CHARACTER BACKGROOND |
| | Paragon (11-20) | |
| | | |
| | RITUALS / ALCHEMY | l |
| Ritual Book Hide Armor (E) | Animal Messenger Silence | |
| Adventurer's Kit | | |
| Totem (E) | | COMPANIONS AND ALLIES |
| | | |
| | | · |
| | | |
| | | |
| | | |
| | | |
| | | SESSION AND CAMPATCH NOTES |
| | | SESSION AND CAMPAIGN NOTES |
| | | |
| COINS AND OTHER WEALTH | | |
| Money on hand: 0 gp Stored money: 0 gp | | |
| Encumbrance: 0 / 0 | | |
| | | |
| | | |
| | | |

| CHARACTER NAME | Skills | Action Point | | | | |
|--|---|--|--|--|--|--|
| CHARACTER NAME Shivra PLAYER NAME RACE Drow CLASS Druid LEVEL 1 CLASS Druid LEVEL 1 CLASS Druid LEVEL 1 CLASS Druid LEVEL 1 AC 14 14 14 14 14 14 14 14 14 14 | Skills0AcrobaticsDEX5ArcanaINT1AthleticsSTR0BluffCHA0DiplomacyCHA4DungeoneeringWIS1EnduranceCON4HealWIS0HistoryINT9InsightWIS2IntimidateCHA9NatureWIS0ReligionINT2StealthDEX | | | | | |
| 19 Passive Insight 19 Passive Perception | 0 Streetwise CHA 0 Thievery DEX 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. | | | | |
| PLAY DATA DUNCEONS & DRAGON | PLAY DATA DUNCEONS DRAGONS | ENCOUNTER SPECIAL DUNCEONS & DRAGONS | | | | |
| Second Wind | Wild Shape | Pounce | | | | |
| KEYWORDS USED | KEYWORDS Polymorph, Primal | KEYWORDS Beast Form, Implement, Primal | | | | |
| Standard Personal | Minor 4 7 Personal | Standard * + 7 Melee touch | | | | |
| ACTION 🔆 😤 RANGE | ACTION 🔆 🐕 RANGE | ACTION 🔆 🔀 RANGE 4 vs Reflex One creature | | | | |
| Effect: You spend a healing surge and regain 6 | ATTACK DEFENSE TARGET | ATTACK DEFENSE TARGET | | | | |
| | 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 that 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. | creature that attacks it before the end of your next turn. Level 21: 2d8 + Wisdom modifier (+4) damage. Special: When charging, you can use this power in place of a melee basic attack. Totem: +4 attack, 1d8+4 damage | | | | |
| ADDITIONAL EFFECTS | ADDITIONAL EFFECTS | ADDITIONAL EFFECTS | | | | |
| CLASS LEVEL BOOK PH | CLASS Druid LEVEL BOOK PH2 | CLASS Druid LEVEL 1 BOOK PH2 | | | | |
| UTILITY POWER DUNGEONS & DRAGON | AT-WILL POWER DUNCEONS DRAGONS | AT-WILL POWER DUNGEONS DRAGONS | | | | |
| Thorn Whip | Swarming Locusts | Cloud of Darkness | | | | |
| KEYWORDS Implement, Primal | KEYWORDS Beast Form, Implement, Primal, Zone | KEYWORDS USED | | | | |
| Standard Image: 10 Transmission of the standard Ranged 10 ACTION Image: 10 Transmission of the standard Range | Standard Image: Close blast 3 ACTION 3 Image: Close blast 3 RANGE | Minor Image: Close burst 1 ACTION Image: Close burst 1 ACTION Image: Close burst 1 | | | | |
| 4 vs Fort One creature ATTACK DEFENSE TARGET | 4 vs Reflex Each creature in blast ATTACK DEFENSE TARGET | vs ATTACK DEFENSE TARGET | | | | |
| Attack: Derense TARGET Attack: Wisdom vs. Fortitude Hit: 1d8 + Wisdom modifier (+4) damage, and you pull the target 2 squares. Level 21: 2d8 + Wisdom modifier (+4) damage. Totem: +4 attack, 1d8+4 damage | Attack: DEFENSE FARGET Attack: Wisdom vs. Reflex Hit: 1d8 + Wisdom modifier (+4) damage. Level 21: 2d8 + Wisdom modifier (+4) damage. Effect: The blast creates a zone of swarming locusts that lasts until the end of your next turn. While within the zone, enemies grant combat advantage. Totem: +4 attack, 1d8+4 damage | Effect: The burst creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. You are immune to these effects. | | | | |
| | | ADDITIONAL EFFECTS | | | | |
| CLASS Druid LEVEL 1 BOOK PH2 | CLASS Druid | CLASS Racial Power | | | | |
| AT-WILL POWER DUNGEONS DRAGON | AT-WILL POWER DUNCEONS DRAGONS | ENCOUNTER POWER DUNCEONS & DRAGONS | | | | |

| Darkfire | | | | | | Scattered Form | | | | | | Fog of Insects | | | | | | |
|--|---|---|--|---|---|----------------|------------------------------------|---|-------|---|---|----------------|------------------------------|-----------------------------|--------|---------------|---|--|
| KEYWORDS | | | | USED | KEYWORDS Beast Form, Implement, Primal | | | | | | KEYWORDS Implement, Primal | | | | | | | |
| Minor | ↓ 10 子 Ranged 10 | | | | | | Standard | | | | | Standard | | 4 | 7 | Close burst 3 | 3 | |
| ACTION | | 🔄 😽 RANGE | | | ACTION 1 🔶 | | <+ → | ł | RANGE | | ACTION | 3 | | | RANGE | | | |
| 8 | vs | Reflex | | One creature | | | 4 vs Reflex Each creature in burst | | st | 4 | 4 vs Fort | | Each creature in burst | | | | | |
| ATTACK | | DEFENSE TA | | | RGET | | ATTACK DEFENSE TARGET | | | | ATTACK | DEFENSE | | ENSE | TARGET | | | |
| Attack: Int Charisma + Increase to Hit: Until th target have from invisib Special: W Wisdom, or attack rolls your characc effects. Unarmed: + | Ith level an next turn, a tage, and th nent. your chara le ability sco . This choic | d +8 bi ll attacl le targe cter, ch ore you e rema | onus at 21 ks against et cannot l noose Inte i use when ains throug | Lst level. the benefit elligence, n making ghout | Attack: Wisdom vs. Reflex Hit: 2d6 + Wisdom modifier (+4) damage. You take half damage from the next melee or ranged attack that damages you before the end of your next turn. Primal Swarm: You take half damage from all melee attacks and ranged attacks until the end of your next turn. Totem: +4 attack, 2d6+4 damage | | | | | | Attack: Wisdom vs. Fortitude Hit: 2d10 + Wisdom modifier (+4) damage. Miss: Half damage. Effect: You gain a +2 power bonus to all defenses until the end of the encounter. Totem: +4 attack, 2d10+4 damage | | | | | | | |
| | | | | | ADDITIONAL EFFECTS | | | | | | ADDITIONAL EFFECTS | | | | | | | |
| CLASS Racial Power | | | | | | | ^{CLASS} Druid | | | | | | | CLASS Druid LEVEL 1 BOOK PP | | | | |
| ENCOUNTER POWER DUNGEONS DRAGON | | | | | | | ENCOUNTER POWER DUNGEONS DRAGONS | | | | | | DAILY POWER DUNGEONS DRAGONS | | | | | |