

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

1

Level

### Banmarden

Unaligned male Wilden Druid

Age 5'7" Height 145 lb. Weight Medium Size Deity

0

Total XP 1000

### Defenses

<b>17</b>	<b>14</b>	<b>13</b>	<b>15</b>
AC	FORT	REF	WILL

Conditional Bonuses

### 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

### Resistances/Vulnerabilities

### Current Conditions and Effects

### Basic Attacks

#### Melee

Quarterstaff

<input type="text" value="1"/>	<input type="text" value="1d8-1"/>
Strength vs. AC	Damage

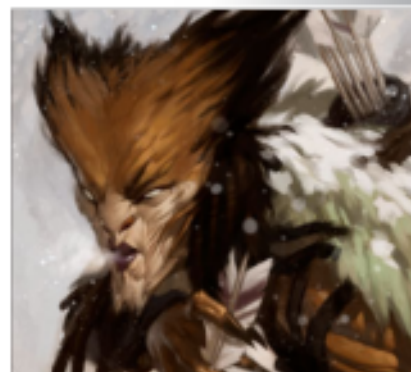
#### Ranged

Unarmed

<input type="text" value="1"/>	<input type="text" value="1d4+1"/>
Dexterity vs. AC	Damage

### Languages

Common, Elven



### Abilities

Ability	Score	Check
STR Strength	8	-1
CON Constitution	18	4
DEX Dexterity	13	1
INT Intelligence	10	0
WIS Wisdom	18	4
CHA Charisma	11	0

### Skills

Skill	Ability	Score
Acrobatics	Dexterity	0
Arcana	Intelligence	0
Athletics	Strength	-2
Bluff	Charisma	0
Diplomacy	Charisma	0
Dungeoneering	Wisdom	4
Endurance	Constitution	8
Heal	Wisdom	9
History	Intelligence	0
Insight	Wisdom	4
Intimidate	Charisma	0
Nature	Wisdom	11
Perception	Wisdom	9
Religion	Intelligence	0
Stealth	Dexterity	2
Streetwise	Charisma	0
Thievery	Dexterity	0

### Hit Points

Max HP (Bloodied 15)	<b>30</b>	Temp HP
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Current Hit Points

### Healing Surges

Surge Value	Surges/Day
<input type="text" value="7"/>	<input type="text" value="11"/>

Current Conditions:

### Combat Statistics and Senses

Initiative

Conditional Modifiers:

Speed

Passive Insight

Passive Perception

Special Senses: Low-light



# Banmarden

Player Name

Character Name

## Character Details

### Background

Wilden - Hunter

### Theme

Primal Guardian

### Mannerisms and Appearance

### Personality Traits

### Adventuring Company

### Companions and Allies

### Session and Campaign Notes

Other Notes

## Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Waist

Feet

Armor

Hide Armor

Tattoo

Ki Focus

### Other Equipment

Ritual Book  
Adventurer's Kit

Total Weight (lbs.)

67

Carrying Capacity (lbs.)

Treasure

45 gp

Normal

80

Heavy

160

Max

400

# Banmarden



Player Name \_\_\_\_\_

Character Name \_\_\_\_\_

## Racial Features

### Aspect of the Ancients

Gain voyage of the ancients power.

### Aspect of the Destroyer

Gain wrath of the destroyer power.

### Aspect of the Hunter

Gain pursuit of the hunter power.

### Fey Origin

Your origin is fey, not natural

### Hardy Form

Choose Fortitude, Reflex, or Will defense. You gain a +1 racial bonus to your chosen defense.

### Hardy Form Reflex

### Nature's Aspect

Choose after an extended rest.

## Class/Other Features

### Balance of Nature

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

### Primal Aspect

Choose a Primal Aspect option.

### Primal Guardian

While not wearing heavy armor, use Con mod in place of Dex or Int mod to determine AC

### Ritual Casting

Gain Ritual Caster as a bonus feat.

### Wild Shape

Gain the wild shape power

## Feats

### Ritual Caster

Master and perform rituals

### Ruthless Killer

Immobilize target with grasping claws power; immobilize ends if you leave adjacent square

**Banmarden**

Level 1 Wilden Druid

HP	SCORE	ABILITY	MOD	AC
30	8	STR	-1	17
Spd	18	CON	4	Fort
6	13	DEX	1	14
Init	10	INT	0	Ref
+1	18	WIS	4	13
	11	CHA	0	Will
				15

14 Passive Insight

19 Passive Perception

Player Name:

**Skills**

Acrobatics	Dexterity	0
Arcana	Intelligence	0
Athletics	Strength	-2
Bluff	Charisma	0
Diplomacy	Charisma	0
Dungeoneering	Wisdom	4
Endurance	Constitution	• 8
Heal	Wisdom	• 9
History	Intelligence	0
Insight	Wisdom	4
Intimidate	Charisma	0
Nature	Wisdom	• 11
Perception	Wisdom	• 9
Religion	Intelligence	0
Stealth	Dexterity	2
Streetwise	Charisma	0
Thievery	Dexterity	0

• indicates a trained skill.

**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

**Melee Basic Attack**

At-Will • Standard Action

**Quarterstaff:** +1 vs. AC, 1d8-1 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

**Ranged Basic Attack**

At-Will • Standard Action

**Unarmed:** +1 vs. AC, 1d4+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 (+1) damage.**Level 21:** 2[W] + Dex modifier (+1) damage.

Additional Effects

Basic Attack

**Fire Hawk**

At-Will • Standard Action

**Quarterstaff:** +4 vs. Reflex, 1d8+4 damage**Totem:** +4 vs. Reflex, 1d8+4 damage**Ranged 10**      **Target:** One creature

*A hawk of flame swoops on your foe, burning it. The hawk hovers for a moment, ready to swoop in for another attack should that foe's defenses falter.*

**Keywords:** Fire, Implement, Primal**Attack:** Wisdom vs. Reflex

**Hit:** 1d8 + Wis modifier (+4) fire damage. Until the start of your next turn, you can use the Fire Hawk Attack against the target.

Additional Effects

Druid Attack 1

**Grasping Claws**

At-Will • Standard Action

**Quarterstaff:** +4 vs. Reflex, 1d8+4 damage**Totem:** +4 vs. Reflex, 1d8+4 damage**Melee** touch      **Target:** One creature

*You rend and tear your foe with your claws, leaving it unable to escape your next assault.*

**Keywords:** Beast Form, Implement, Primal**Attack:** Wisdom vs. Reflex

**Hit:** 1d8 + Wis modifier (+4) damage, and the target is slowed until the end of your next turn.

**Special:** This power can be used as a melee basic attack.

Additional Effects

Druid Attack 1

**Jolt of Lightning**

At-Will • Standard Action

**Quarterstaff:** +4 vs. Fortitude, 1d10+4 damage**Totem:** +4 vs. Fortitude, 1d10+4 damage**Ranged 10**      **Target:** One creature

*A bolt of lightning streaks down from empty air, crippling your foe with a numbing pulse of power.*

**Keywords:** Implement, Lightning, Primal**Attack:** Wisdom vs. Fortitude

**Hit:** 1d10 + Wis modifier (+4) lightning damage, and the target cannot take opportunity actions until the end of your next turn.

Additional Effects

Druid Attack 1

**Frost Flash**

Encounter • Standard Action

**Quarterstaff:** +4 vs. Fortitude, 1d6+8 damage**Totem:** +4 vs. Fortitude, 1d6+8 damage**Ranged 10**      **Target:** One creature

*You blast your enemy with cold that leaves it frozen in place.*

**Keywords:** Cold, Implement, Primal**Attack:** Wisdom vs. Fortitude

**Hit:** 1d6 + Wis modifier (+4) cold damage, and the target is immobilized until the end of your next turn.

**Primal Guardian:** The attack deals extra damage equal to your Con modifier (+4).

Additional Effects

Druid Attack 1

Used

### Form of the Primeval...

Daily ♦ Minor Action

#### Personal

You assume the form of the primeval boar, a tusked creature who hunts in the darkest of primeval forests.

**Keywords:** Beast Form, Implement, Primal

**Effect:** You gain temporary hit points equal to your healing surge value and assume the form of the primeval boar until the end of the encounter, or until you use the wild shape power again. While you are in this form you gain a +2 bonus to damage rolls with charge attacks. Once before the end of the encounter, you can use the Primeval Boar attack power.

Additional Effects

Druid Attack 1

Used

### Fire Hawk Attack

At-Will ♦ Opportunity Action

**Quarterstaff:** +4 vs. Reflex, 1d8+4 damage

**Totem:** +4 vs. Reflex, 1d8+4 damage

**Ranged 10**

A hawk of flame swoops on your foe, burning it. The hawk hovers for a moment, ready to swoop in for another attack should that foe's defenses falter.

**Keywords:** Fire, Implement, Primal

**Trigger:** The target takes any action that can provoke opportunity attacks

**Attack:** Wisdom vs. Reflex

**Hit:** 1d8 + Wis modifier (+4) fire damage.

**Requirement:** The power Fire Hawk must be activated for you to use this power.

Additional Effects

### Wild Shape

At-Will ♦ Minor Action

#### Personal

You assume an aspect of the Primal Beast or return to your humanoid form.

**Keywords:** Polymorph, Primal

**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 weapon or implement attack 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

Druid Feature

### Mark of Thunder

Encounter ♦ Standard Action

**Quarterstaff:** +6 vs. AC, 1d8+4 damage

**Melee** weapon

**Target:** One creature

You invoke the fading power of the world as you strike.

**Keywords:** Primal, Thunder, Weapon

**Attack:** Primary ability vs. AC

**Hit:** 1[W] + ability modifier thunder damage.

**Effect:** You mark the target until the end of your next turn. Until the mark ends, if the target makes an attack that does not include you, it takes 5 thunder damage.

Additional Effects

Primal Guardian Feature

Used

### Pursuit of the Hunter

Encounter ♦ Immediate Reaction

#### Personal

Your prey tries to maneuver away, but there is no escape.

**Trigger:** An enemy within 2 squares of you moves on its turn

**Effect:** You shift 3 squares. Until the end of your next turn, you deal 1d6 extra damage to the triggering enemy when you hit it, and you don't take the -2 penalty to attack rolls for attacking it when it has cover or concealment.

Additional Effects

Wilden Racial Power

Used

### Voyage of the Ancients

Encounter ♦ Free Action

#### Personal

Using the cover of your assault, you vanish and leave a bewildered foe in your wake.

**Keyword:** Teleportation

**Trigger:** You hit an enemy with a close or area attack

**Effect:** You teleport 3 squares. Choose a single enemy you hit with the attack. You and one ally you can see gain combat advantage against that enemy until the end of your next turn.

Additional Effects

Wilden Racial Power

Used

### Wrath of the Destroyer

Encounter ♦ Immediate Reaction

#### Personal

The destroyer aspect responds with deadly force to an attack, taking your battered enemy aback with your savagery.

**Trigger:** A bloodied enemy attacks you or your ally adjacent to you

**Effect:** You either make a melee basic attack against the triggering enemy or charge it. If your attack hits, the enemy is also dazed until the end of your next turn.

Additional Effects

Wilden Racial Power

Used

### Primeval Boar Attack

Daily ♦ Standard Action

**Quarterstaff:** +4 vs. Fortitude, 2d10+4 damage

**Totem:** +4 vs. Fortitude, 2d10+4 damage

**Melee** touch

**Target:** One creature

**Keywords:** Beast Form, Implement, Primal

**Requirement:** The power Form of the Primeval Boar must be active in order to use this power.

**Attack:** Wisdom vs. Fortitude

**Hit:** 2d10 + Wis modifier (+4) damage, and you slide the target 1 square. The target is marked by you until the end of your next turn.

**Special:** You can use this attack in place of a melee basic attack at the end of a charge.

Additional Effects

Used