

Kildrak Steelbark Player: WD

Age: 32 **Weight:** 195 lb. **Height:** 4'6"

Dwarf Druid (Swarm) / Blight Beast **XP ? Level 11**

Initiative +2 **Senses** Dark Vision

Passive Insight 25; **Passive Perception** 25

HP 91; **Bloodied** 45; **Surge Value** 22; **Surges Per-Day** 11

AC 25; **Fortitude** 21; **Reflex** 20; **Will** 23

Speed 5

Alignment Unaligned

Languages Dwarf, Deep Speech, Common

Str 12 **Dex** 15 **Wis** 21

Con 19 **Int** 11 **Cha** 11

Basic Attack:

Racial Abilities

Cast-Iron Stomach; Dwarven Resilience; Dwarven Weapon Proficiency; Encumbered Speed; Stand Your Ground

Class Features

Balance of Nature, Primal Aspect (swarm), Ritual Casting, wild shape

At-Will Powers

Wild Shape

1 Grasping Claws

1 Swarming Locusts

1 Fire Hawk (H)

Encounter Powers

P Blighted Agony

1 Stinging Cloud (H)

3 Roar of the Unbowed Beast

7 Plague of Locusts (H)

Daily Powers

1 Fog of Insects (H)

5 Clinging Drones

9 Sunbeam (H)

Utility Powers

2 Barkskin (H)

6 Black Harbinger (H)

10 Goodberry (H)

Feats

Ritual Caster

1 Toughness (+10 HP)

2 Ferocious Tiger Form (+2 dam with CA)

4 Hide Armor Expertise (use con for AC)

6 Implement Expertise (+1 to hit with totem implement)
8 Stinging Swarm (gain CA after being dam by melee)
10 Vital Form (1/encounter regain SW when wild shape to beast)
11 Bolstered Swarm (Gain 9 THP when you change to beast)

Skills

Nature* +15
Perception* +15
Insight* +15
Dungeoneering +17
Stealth +9

Rituals

Animal Messenger
Traveler's Camouflage

Equipment (100 gp)

Standard adventurer's kit (15gp), Ritual Book (-)

12 Totem of the Night +3
11 Summoned Hide +3
10 Belt of Blood

Gold: Level 10 (5000gp)

Amulet of Protection +2 (1.800)
Panther Slippers (1.000)
Claw Gloves (480)
Bag of Holding (1.000)

Rituals (710)
Brew Potion 75
Endure Elements 100
Disenchant Magic Items 360
Enchant Magic Items 175

10 Gold