

Murmock

1

Druid

0

Character Name

Level

Class

Total XP

Dwarf

Medium

Paragon Path

Epic Destiny

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE

DEX

1/2 LVL

MISC

2

Initiative

2

CONDITIONAL MODIFIERS

DEFENSES

SCORE

DEFENSE

10 +

ARMOR/

CLASS

FEAT

ENH

MISC

MISC

15

AC

10

5

CONDITIONAL BONUSES

MOVEMENT

SCORE

BASE

ARMOR

ITEM

MISC

5

Speed (Squares)

5

SPECIAL MOVEMENT

ABILITY SCORES

SCORE

ABILITY

ABIL MOD

MOD + 1/2 LVL

10

STR

Strength

0

0

16

CON

Constitution

3

3

14

DEX

Dexterity

2

2

11

INT

Intelligence

0

0

18

WIS

Wisdom

4

4

10

CHA

Charisma

0

0

FORT

SCORE

DEFENSE

10 +

1/2 LVL

ABIL

CLASS

FEAT

ENH

MISC

MISC

13

10

3

CONDITIONAL BONUSES

REF

SCORE

DEFENSE

10 +

1/2 LVL

ABIL

CLASS

FEAT

ENH

MISC

MISC

13

10

2

1

CONDITIONAL BONUSES

WILL

SCORE

DEFENSE

10 +

1/2 LVL

ABIL

CLASS

FEAT

ENH

MISC

MISC

15

10

4

1

CONDITIONAL BONUSES

SENSES

SCORE

PASSIVE SENSE

BASE

SKILL BONUS

14

Passive Insight

10

+

4

19

Passive Perception

10

+

9

SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Staff Implement

ATT BONUS

1/2 LVL

ABIL

CLASS

PROF

FEAT

ENH

MISC

+

2

0

0

2

ABILITY: Melee Basic Attack - Quarterstaff

ATT BONUS

1/2 LVL

ABIL

CLASS

PROF

FEAT

ENH

MISC

+

2

0

0

2

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Staff Implement

DAMAGE

ABIL

FEAT

ENH

MISC

MISC

1d8

0

ABILITY: Melee Basic Attack - Quarterstaff

DAMAGE

ABIL

FEAT

ENH

MISC

MISC

1d8

0

HIT POINTS

MAX HP

BLOODED

HEALING SURGES

SURGE VALUE

SURGES/DAY

28

14

7

10

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

MILESTONES

ACTION POINTS

0

1

2

3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Dwarven Weapon Proficiency - Proficient with hammers.

Cast-Iron Stomach - +5 bonus to saving throws against po

Encumbered Speed - Armor or heavy load doesn't reduce y

Dwarven Resilience - You have the dwarven resilience pow

Stand Your Ground - Can move 1 less when forced to move

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, Dwarven

BASIC ATTACKS

ATTACK

DEFENSE

WEAPON OR POWER

DAMAGE

4

vs

Ref

Grasping Claws (Staff Impl

1d8+4

4

vs

Ref

Grasping Claws (Quarterstaff

1d8+4

0

vs

AC

Unarmed (Melee)

1d4

2

vs

AC

Unarmed (Range)

1d4+2

FEATS

Ritual Caster - Master and perform rituals

Ferocious Tiger Form - +2 damage with combat advantage in beast form

## POWER INDEX

List your powers below.  
Check the box when the power is used.  
Clear the box when the power renews.

### AT-WILL POWERS

Wild Shape	
Grasping Claws	
Grasping Tide (Druid)	
Swarming Locusts	

### ENCOUNTER POWERS

Second Wind	<input type="checkbox"/>
Dwarven Resilience	<input type="checkbox"/>
Stinging Cloud	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

### DAILY POWERS

Summon Giant Toad	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

### UTILITY POWERS

	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

### OTHER EQUIPMENT

Ritual Book
Hide Armor (E)
Quarterstaff
Staff Implement (E)
Adventurer's Kit
Backpack (empty)

### COINS AND OTHER WEALTH

Money on hand: 43 gp
Stored money: 0 gp
Encumbrance: 71 / 100

## MAGIC ITEM INDEX

List your powers below.  
Check the box when the power is used.  
Clear the box when the power renews.

### MAGIC ITEMS

WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
ARMOR	<input type="checkbox"/>
ARMS	<input type="checkbox"/>
FEET	<input type="checkbox"/>
HANDS	<input type="checkbox"/>
HEAD	<input type="checkbox"/>
NECK	<input type="checkbox"/>
RING	<input type="checkbox"/>
RING	<input type="checkbox"/>
WAIST	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
Daily Item Powers Per Day	
Heroic (1-10)	<input type="checkbox"/> Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Paragon (11-20)	<input type="checkbox"/> Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Epic (21-30)	<input type="checkbox"/> Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>

### RITUALS / ALCHEMY

Animal Messenger
Create Campsite

## CHARACTER PORTRAIT



### PERSONALITY TRAITS


### MANNERISMS AND APPEARANCE


### CHARACTER BACKGROUND

Dwarf - Outcast  
Your family and clan have cast you out, severing the ties that are so important to the members of your race. What did you do to deserve this fate? Are you trying to earn your way back into your clan, or to make a great name for yourself and establish a new clan of your own? Are your fellow adventurers a surrogate family for you, or are you a loner at heart?

### COMPANIONS AND ALLIES


### SESSION AND CAMPAIGN NOTES


CHARACTER NAME  
**Murmock**

PLAYER NAME

RACE Dwarf CLASS Druid LEVEL 1

	SCORE	ABILITY	MOD
<b>HP</b>	<b>10</b>	<b>STR</b>	<b>+0</b>
<b>28</b>	<b>16</b>	<b>CON</b>	<b>+3</b>
<b>Spd</b>	<b>14</b>	<b>DEX</b>	<b>+2</b>
<b>5</b>	<b>11</b>	<b>INT</b>	<b>+0</b>
<b>Init</b>	<b>18</b>	<b>WIS</b>	<b>+4</b>
<b>+2</b>	<b>10</b>	<b>CHA</b>	<b>+0</b>

**AC** 15

**Fort** 13

**Ref** 13

**Will** 15

**14** Passive Insight **19** Passive Perception

PLAY DATA **DUNGEONS & DRAGONS**

**Second Wind**

KEYWORDS

Minor ☐ ☐ ☐ ☐ Personal ☐ ☐ ☐ ☐

**ACTION** ☐ ☐ ☐ ☐ **RANGE**

☐ **AT-WILL** ☒ **ENCOUNTER** ☐ **DAILY**

**Effect:** You spend a healing surge and regain 7 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

Second wind is a minor action for dwarves.

CLASS LEVEL BOOK *PH*

UTILITY POWER **DUNGEONS & DRAGONS**

**Grasping Tide (Druid)**

KEYWORDS Implement, Primal

Standard ☐ ☐ ☐ ☐ Area burst 1 within 10 squares

**ACTION** ☐ ☐ ☐ ☐ **RANGE**

**4** vs **Fort** Each creature in burst

**ATTACK** **DEFENSE** **TARGET**

**Attack:** Wisdom vs. Fortitude  
**Hit:** 1d6 + Wisdom modifier (+4) damage. Until the end of your next turn, if the target leaves the burst's area of effect, you can use an opportunity action to make a secondary attack against it. Increase damage to 2d6 + Wisdom modifier (+4) at 21st level.  
**Secondary Attack:** Wisdom vs. Reflex  
**Hit:** You knock the target prone.

Staff Implement: +4 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS Druid LEVEL 1 BOOK *PHS1*

AT-WILL POWER **DUNGEONS & DRAGONS**

Skills

1	Acrobatics	DEX
0	Arcana	INT
-1	Athletics	STR
0	Bluff	CHA
0	Diplomacy	CHA
6	Dungeoneering	WIS
9	Endurance	CON (Trained)
9	Heal	WIS (Trained)
0	History	INT
4	Insight	WIS
0	Intimidate	CHA
9	Nature	WIS (Trained)
9	Perception	WIS (Trained)
0	Religion	INT
1	Stealth	DEX
0	Streetwise	CHA
1	Thievery	DEX

ADDITIONAL EFFECTS

PLAY DATA **DUNGEONS & DRAGONS**

**Wild Shape**

KEYWORDS Polymorph, Primal

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**

**Swarming Locusts**

KEYWORDS Beast Form, Implement, Primal, Zone

Standard ☐ ☐ ☐ ☐ Close blast 3

**ACTION** ☐ ☐ ☐ ☐ **RANGE**

**4** vs **Reflex** Each creature in blast

**ATTACK** **DEFENSE** **TARGET**

**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.

Staff Implement: +4 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS Druid LEVEL 1 BOOK *PP*

AT-WILL POWER **DUNGEONS & DRAGONS**

Action Point

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**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**

**Grasping Claws**

KEYWORDS Beast Form, Implement, Primal

Standard ☐ ☐ ☐ ☐ Melee touch

**ACTION** ☐ ☐ ☐ ☐ **RANGE**

**4** vs **Reflex** One creature

**ATTACK** **DEFENSE** **TARGET**

**Attack:** Wisdom vs. Reflex  
**Hit:** 1d8 + Wisdom modifier (+4) damage, and the target is slowed until the end of your next turn. Level 21: 2d8 + Wisdom modifier (+4) damage.  
**Special:** This power can be used as a melee basic attack.

Staff Implement: +4 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS Druid LEVEL 1 BOOK *PH2*

AT-WILL POWER **DUNGEONS & DRAGONS**

**Dwarven Resilience**

KEYWORDS

Minor ☐ ☐ ☐ ☐ Personal ☐ ☐ ☐ ☐

**ACTION** ☐ ☐ ☐ ☐ **RANGE**

**vs**

**ATTACK** **DEFENSE** **TARGET**





**Effect:** You use your second wind.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL \* BOOK





ENCOUNTER POWER **DUNGEONS & DRAGONS**

## Stinging Cloud

KEYWORDS Implement, Poison, Primal, Zone				USED
Standard		5		Area burst 1 within 5 squares
ACTION		1		RANGE
4	vs	Reflex	Each creature in burst	
ATTACK	DEFENSE			TARGET
<b>Attack:</b> Wisdom vs. Reflex				
<b>Hit:</b> 1d10 + Wisdom modifier (+4) poison damage.				
<b>Effect:</b> The burst creates a zone of stinging insects that lasts until the end of your next turn. Any creature that ends its turn within the zone takes 5 poison damage.				
<b>Primal Swarm:</b> Add your Constitution modifier (+3) to the poison damage.				
Staff Implement: +4 attack, 1d10+4 damage				
ADDITIONAL EFFECTS				
CLASS Druid		LEVEL 1	BOOK	PP
ENCOUNTER POWER		DUNGEONS & DRAGONS		

## Summon Giant Toad

http://www.foxit

KEYWORDS Implement, Primal, Summoning			
Standard	 5 	Ranged 5	
ACTION	 	RANGE	
vs			
ATTACK	DEFENSE	TARGET	
<p><b>Effect:</b> You summon a Medium giant toad in an unoccupied square within range. The toad has speed 5 and swim 6, and it gains a +10 bonus to Athletics checks to jump. You can give the toad the following special command. On the turn you summon the toad, you give that command as part of using this power.</p> <p><b>Standard action:</b> Melee 3; targets one creature; Wisdom vs. Reflex; 1d8 + Wisdom modifier (+4) damage, and the target is pulled 2 squares.</p> <p><b>Instinctive Effect:</b> If you haven't given the toad any commands by the end of your turn, it attacks the same creature that it attacked during your previous turn. If it can't do that, it attacks an enemy within 3 squares of it if it can. Otherwise, it moves its speed to a square within 3 squares of the nearest enemy.</p>			
ADDITIONAL EFFECTS			
CLASS Druid		LEVEL 1	BOOK <i>PP</i>
DAILY POWER		DUNGEONS & DRAGONS	

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