# Character Sheet

Player Name/RPGA

Morgan Good female Half-Elf Druid (Sentinel)

	5'5"	130 lbs.	Medium	Mielikki
Age	Height	Weight	Size	Deity

0

Total XP 3750

### **Defenses**









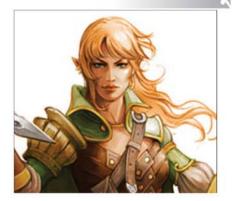


Conditional Bonuses

## **Action Points**

Action Points	Milestones	Action Points
	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.



### **Hit Points**

Max HP (Bloodied 19)

39



Current Hit Points

### Second Wind (one per encounter)



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

**Death Saving Throw Failures** 

### **Abilities**

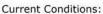
		Check
STR Strength	8	0
CON Constitution	17	4
		<u> </u>
DEX Dexterity	13	2
INT Intelligence	10	1
		3
WIS Wisdom	19	5
CHA Charisma	10	1

# **Healing Surges**

Surge Value 10







# Resistances/Vulnerabilities

**Saving Throw Mods** 

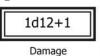
### **Current Conditions and Effects**

### **Basic Attacks**

#### Melee

Accurate staff of Ruin +1





0

### Ranged

Unarmed





# Speed

Initiative

Conditional Modifiers:

**Combat Statistics and Senses** 

Passive Insight

24

21

2

6

Passive Perception

Special Senses: Low-light

### Languages

Common, Elven, Primordial

#### Skills

Acrobatics	Dexterity		1
Arcana	Intelligence		1
Athletics	Strength		1
Bluff	Charisma		1
Diplomacy	Charisma		3
Dungeoneering	Wisdom		5
Endurance	Constitution		3
Heal	Wisdom	<b>√</b>	10
History	Intelligence		1
Insight	Wisdom	<b>√</b>	14
Intimidate	Charisma		1
Nature	Wisdom	<b>√</b>	10
Perception	Wisdom	<b>V</b>	11
Religion	Intelligence		1
Stealth	Dexterity		1
Streetwise	Charisma		1
Thievery	Dexterity		1

Player Name

Morgan Character Name



Character Details	Equipment	3
Background	Head	
Harper Agent	Headband of Perception (heroic	Neck
Theme	Arms	Amulet of Life Protection +1
Harper Agent		Hands
Mannerisms and Appearance	River	
	Rings	Rings
	0	ff Hand
Personality Traits	Main Wand	
	Main Hand Accurate staff of Ruin +1	Waist
		Armor
		Hide Armor of Durability +1
Adventuring Company		Tattoo
	Feet	Tuttoo
		Ki Focus
Companions and Allies	Other Equipment	
Companions and Ames	Harper Pin Adventurer's Kit	
	Bestiary Elixir of Chameleon Power	
	Riding Horse Potion of Cure Light Wounds	
Consider and Community Nature		
Session and Campaign Notes	<del></del>	
Other Notes		
		66 Carrying Capacity
	Total Weight (lbs.)	66 (lbs.)
	Treasure	Normal 80
	60 gp o gp banked	
	O gp banked	Heavy 160
		Max 400

## Morgan

Player Name

Character Name



#### **Racial Features**

#### **Dual Heritage**

Count as elf, half-elf, and human for choosing feats.

### **Group Diplomacy**

Allies within 10 get +1 to Diplomacy.

#### Half-Elf Power Selection

Select an option for your half-elf character.

#### **Knack for Success**

You have the knack for success power

### Class/Other Features

#### Beast Empathy (Druid)

+2 to Bluff, Diplomacy, and Intimidate checks against beasts. Successful Insight check allows you to understand basic messages from beasts.

#### **Druid of Summer**

Gain an animal companion. +2 to Athletics checks. Damage increase: one-handed mace (d10), staff (d12), and two-handed mace (d12)

#### Druid of Summer: Bear

You gain a bear animal companion.

#### **Harper Agent Starting Feature**

You gain a Harper pin

#### Primal Guardian (Sentinel)

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

#### Watchful Rest (Druid)

During an extended rest, you and any resting allies do not take the -5 penalty to Perception checks for sleeping.

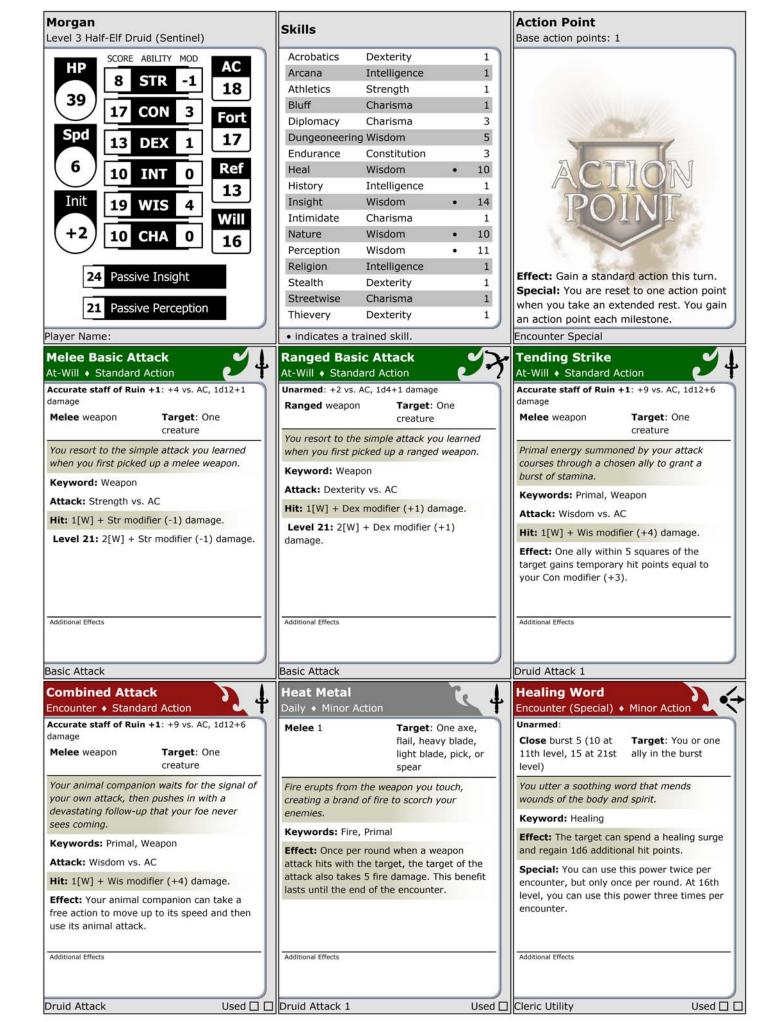
#### **Feats**

#### **Staff Expertise**

While using a staff as a weapon or implement: +1/2/3 to attack rolls, ranged attacks don't provoke opportunity attacks, +1 reach

# Superior Implement Training (Accurate staff)

Can use Accurate staffs



#### **Knack for Success**

Encounter • Minor Action

Close burst 5 Target: You or one ally in the burst

Your mere presence is enough to tip the

balance of fortune for you and your allies.

Effect: Choose one of the following.

- \* The target makes a saving throw.
- \* The target shifts up to 2 squares as a free action.
- \* The target gains a +2 power bonus to his or her next attack roll made before the end of his or her next turn.
- \* The target gains a +4 power bonus to his or her next skill check made before the end of his or her next turn.

Additional Effects

Seed of Healing

Unarmed:

Personal

Primal power threads through you, coalescing into a golden seed ripe with healing magic.

Keywords: Healing, Primal

Effect: You spend a healing surge but regain no hit points. Instead, you create a golden seed the size of an acorn. The seed lasts until it is eaten or until the end of your next extended rest. A creature carrying the seed can take a minor action to eat it and regain hit points equal to 10 + your healing surge value.

Additional Effects

Accurate staff of Ruin +1

**Proficiency Bonus: 2** Properties: Accurate

Enhancement: +1 attack rolls and

damage rolls

Critical: +1d10 damage per plus

**Properties** 

Whenever you make an attack using this staff, you gain an item bonus to the attack's damage rolls equal to the staff's enhancement bonus.

Half-Elf Racial Power

Used Druid Utility 2

Used □

Elixir of Chameleon Power

Utility Power (Illusion) + Consumable (Minor Action)

Effect: You drink the elixir. Once before the end of the encounter, you can use a minor action to change your color and tone to blend in with your background. You gain total concealment until the end of the encounter, until you attack, or until you are not adjacent to a wall or another object at least as large as you.

While under this power's concealment effect, you do not take the penalty to Stealth checks for moving.

Hide Armor of Durability +1

Armor Bonus: 3 Check: -1

Enhancement: +1 AC

**Properties** 

You gain an item bonus to your healing surge value equal to the armor's enhancement bonus.

Harper Pin

**Properties** 

When you acquire the pin, you gain one blessing of your choice: Lliira's grace, Mielikki's endurance, or Tymora's luck. When you use Harper's blessing, you can use the chosen blessing. You gain a second blessing to choose from at 5th level and a third blessing at 10th level.

Harper's Blessing + Encounter

Effect: You use one of the following blessings that you have gained.

Lliira's Grace + Trigger: You miss with an attack. Effect (No Action)

Roll 1d6 and add the result to the triggering attack roll.

Mielikki's Endurance +

Trigger: You take damage. Effect (Immediate Interrupt)

Reduce the damage by 5 + one-half your level.

rymora's Luck +

Trigger: You fail a saving throw.

Effect (No Action)

Reroll the saving throw with a +2 power bonus.

### Headband of Perception... Head Slot Item • Level 1

#### **Properties**

You gain a +1 item bonus to Perception checks.

**Potion of Cure Light Wounds** 

#### Utility Power (Healing) ◆ Consumable (Minor Action)

Effect: You drink the potion. If you have a healing surge, you must spend one. Instead of the hit points you would normally regain, you regain 1d8 + 1 hit points. If you are bloodied and don't have any healing surges, you still regain the hit points. If neither of these things is true, there is no effect.

# Amulet of Life Protection +1

Enhancement: +1 Fortitude, Reflex, and Will

#### **Properties**

If you die while wearing the amulet and it is left on your body, the time that your corpse can lie dead and still be revived by a power or a ritual is multiplied by 10. In addition, you cannot be raised as an undead creature. If the amulet is removed from your corpse, these benefits end. Placing the amulet on an already dead body has no effect.