



FLINT

MALE RAZORCLAW SHIFTER DRUID
LEVEL 3 UNALIGNED



“You mess with the boar, you get the tusks.”

Ability Score	Value	Modifier + ½ level		
STRENGTH	12	+2	ARMOR CLASS	18
CONSTITUTION	13	+2	FORTITUDE DEFENSE	13
DEXTERITY	16	+4	REFLEX DEFENSE	16
INTELLIGENCE	11	+1	WILL DEFENSE	17
WISDOM	18	+5	INITIATIVE	+4
CHARISMA	10	+1	SPEED (SQUARES)	7
HIT POINTS	40		HEALING SURGE HP HEALED	10
BLOODIED	20		HEALING SURGES/DAY	8
			SECOND WIND	<input type="checkbox"/>

(Use second wind up to 1/encounter)

Current Hit Points

Current Surge Uses

Basic Attack Name

Attack Bonus

Damage

Range/Properties

Sickle

+4 vs. AC

1d6 + 1

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Savage rend

+6 vs. Reflex

1d8 + 5

Beast form only

FEATS

Enraged Boar Form (+1 atk., +2 dmg. when charging in beast form)
Toughness

RACE AND CLASS FEATURES

Razorclaw Shifting (use *razorclaw shifting*; see back)
Wild Shape (use *wild shape*; see back)

Languages: Common and Elven

Low-Light Vision

SKILLS (For skills not listed, bonus is ability modifier + 1)

Passive Insight	15
Passive Perception	15
Athletics	+8
Endurance	+8
Heal	+10
Nature	+10
Insight	+5
Perception	+5

Level-based bonuses, feat bonuses, magic item bonuses, and some race and class features have already been added and are not otherwise called out on this sheet.

EQUIPMENT

+1 winter's grasp totem, +1 hide armor, +1 amulet of protection, sickle, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

POWERS

Wild Shape Druid Feature

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

At-Will ♦ Polymorph, Primal

Minor Action (Special) Personal

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 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 or movement modes. 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.

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.

Flame Seed Druid Attack 1

You hurl a seed infused with primal energy at your foes. When it strikes the ground, the seed explodes in a fiery burst.

At-Will ♦ Fire, Implement, Primal, Zone

Standard Action Ranged 10

Target: One creature

Attack: +6 vs. Reflex

Hit: 1d6 + 1 fire damage, and the squares adjacent to the target become a fiery zone that lasts until the end of your next turn. Any enemy that enters the zone or starts its turn there takes 4 fire damage.

Pounce Druid Attack 1

You leap at your foe, catching it off guard.

At-Will ♦ Beast Form, Implement, Primal

Standard Action Melee touch

Target: One creature

Attack: +6 vs. Reflex

Hit: 1d8 + 5 damage. The target grants combat advantage to the next creature that attacks it before the end of your next turn.

Special: When charging, you can use this power in place of a melee basic attack.

Savage Rend Druid Attack 1

You rake your foe with your claws, setting it up for the kill.

At-Will ♦ Beast Form, Implement, Primal

Standard Action Melee touch

Target: One creature

Attack: +6 vs. Reflex

Hit: 1d8 + 5 damage, and you slide the target 1 square.

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

Razorclaw Shifting Shifter Racial Power

You unleash the beast within and take on a savage countenance.

Encounter

Minor Action Personal

Requirement: You must be bloodied.

Effect: Until the end of the encounter, your speed increases by 2, and you gain a +1 bonus to AC and Reflex.

Darting Bite Druid Attack 1

With quickness and cunning, you bite your enemies and dodge to avoid a counterattack.

Encounter ♦ Beast Form, Implement, Primal

Standard Action Melee touch

Target: One or two creatures

Attack: +6 vs. Reflex

Hit: 1d10 + 5 damage. If at least one of the attacks hits, you can shift 3 squares.

Barkskin Druid Utility 2

A protective layer of tree bark covers your body and armor.

Encounter ♦ Primal

Minor Action Ranged 5

Target: You or one ally

Effect: Until the end of your next turn, the target gains a power bonus to AC equal to your Constitution modifier.

Call Lightning Druid Attack 3

Bolts of lightning spear your foes as thunder rumbles around them, distracting them and threatening to blast them if they move away.

Encounter ♦ Implement, Lightning, Primal, Thunder, Zone

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: +6 vs. Reflex

Hit: 1d8 + 5 lightning damage.

Effect: The burst creates a zone of rumbling thunder that lasts until the end of your next turn. While within the zone, any enemy takes a -2 penalty to attack rolls, and any enemy that leaves the zone takes 5 thunder damage.

Faerie Fire Druid Attack 1

A burst of colorful light envelops your foes, distracting and slowing them. As each creature breaks free of the effect, the light flares one last time, searing the flesh and dazzling the eyes.

Daily ♦ Implement, Primal, Radiant

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: +6 vs. Will

Hit: The target is slowed and grants combat advantage (save ends both).

Aftereffect: 3d6 + 5 radiant damage, and the target grants combat advantage until the end of your next turn.

Miss: 1d6 + 5 radiant damage, and the target grants combat advantage until the end of your next turn.

+1 Winter's Grasp Totem Level 4

This totem is fashioned from dry wood and white fur. It embodies the spirit of winter and a time when nature sleeps and life grows weak.

Implement (Totem)

Critical: +1d10 cold damage

Power (Daily): Free Action. **Trigger:** You hit an enemy with a primal attack power using this totem. **Effect:** That enemy is weakened until the end of your next turn.