

Hit points 155

Bloodied 77

Temp _____
Healing Surges 38 hp □□□□□ □□□□□ □^D

Speed 7|8^{beast}|10^{Lb} Initiative +18 _____
Death saves □□□^E _____ -77 hp

Defenses

AC	Fort	Reflex	Will	
39	33	34	35	Resist Cold 6 ^T
40	34	35	36	with summoned creature present

Basic Attacks

	Attack	Damage	Crit ²⁰
<i>humanoid form</i>			
M +5 staff	+25 ^{Str} vs AC	1d8+16 ^{Strl}	+5d6
R ¹⁰ +5 staff	+27 ^{Wis} vs Reflex	1d6+18 ^{Wis}	+5d6
<i>beast form</i>			
M savage rend	+27 ^{Wis} vs Reflex	2d8+25 ^{Strl} slide 1	+5d6
<i>summoned</i>	<i>see powers</i>		+5d10

Traits & Features

Vision low-light, darkvision¹, Language Common, Elven, Skjaldán, Primal Predator +1 speed, Natural Pack Member +1 attacks and defenses with a summoned creature present, Pack Intensity, Natural Vitality

Feats

Commanding Form, Hunting Wolf Form, Pouncing Form, Primal Resurgence, Primal Summoning Expertise, Quick Wild Shape, Ritual Caster^b, Second Skin, Strong-Willed Summoning, Sturdy Shifter, Superior Implement Training accurate staff^{boon}, Toughness, Versatile Expertise staff, choice, Vital Form, Weapon Focus staff, Wild

Gear

+5 accurate summoner's staff □^D immediate interrupt when an attack hits a summoned creature, force a reroll; equipped with +5 siberys shard of the mage +5 implement damage

alliance band adjacent ally regains 10 when you second wind, □^D minor, spend a surge with no regain, an adjacent ally regains hp equal to your surge value milestone +23^t

diadem of fire resist fire 10, free power swap for a fire power; at will, free action to switch on or off, all damage you deal is fire damage; □^D minor action, immune to fire eoe

hood of the wolf darkvision, +4¹ Insight, Intimidate, Perception ring of aquatic ability swim speed equal to your speed milestone swim speed twice your speed

eager hero's tattoo [*] when you take a short rest, you gain temp equal to 5 + the number of healing surges you have spent since your last extended rest

hero's gauntlets, +5 magic stalkerhide armor, +5 amulet, +4 iron armbands of power, +2 belt of vim, boots of striding, adventurer's kit, 412250 gp

Ability Scores

Ability	Score	Ability Modifier	Check Modifier
Strength	18	+4	+15
Constitution	18	+4	+15
Dexterity	24	+7	+18
Intelligence	10	+0	+11
Wisdom	26	+8	+19
Charisma	14	+2	+13

Skills

Skill [ACP -0]	Factors	Modifier
Acrobatics (*Dex*)	ACP	+18
Arcana (Int)		+11
Athletics (*Str*)	ACP R Reg T	+22
Bluff (Cha)		+13
Diplomacy (Cha)		+13
Dungeoneering (Wis)		+19
Endurance (*Con*)	ACP R Reg T	+22
Heal (Wis)		+19
History (Int)		+11
Insight (Wis)	I	+23
Intimidate (Cha)	I	+17
Nature (Wis)	T	+24
Perception (Wis)	TFI	+28 +33 ^{beast}
Religion (Int)		+11
Stealth (*Dex*)	ACP T weredyr	+23
Streetwise (Cha)		+13
Thievery (*Dex*)	ACP	+18

Rituals

	Lvl	Buy	Comp	Time
Animal Messenger	1	free	10g	10m
Brew Potion	1	free	special	1h
Portend Weather	1	50g	10g	5m
Purify Water	1	50g	10g	10m
Lower Water	2	100g	25g	10m
Enchant Magic Item	4	175g	special	1h
Transfer Enchantment	4	175g	25g	1h
Travelers Feast	4	175g	35g	1h
Animal Friendship	5	250g	50g	1m
Speak With Nature	5	250g	80g	10m
Commune With Nature	6	360g	140g	30m
Crepuscular Amphisbaena	6	360g	60g	10m
Útanlands Mál	6	free	free	minor
Raise Dead	8	680g	50K	8h
Eagle's Flight	10	1000g	400g	10m
Secure Shelter	10	1000g	200g	30m
Waterborn	14	2000g	850g	10m

Savage Rend	Druid Attack 1
At Will ✧ Beast Form, Implement, Primal	
Standard action or melee basic attack	Melee touch
Target One creature	
Attack +27 ^{Wis} vs Reflex	
Hit 2d8 + 25 ^{Wis} damage [+2 if Large], and slide 1	

Storm Spike	Druid Attack 1
At Will ✧ Implement, Lightning, Primal	
Standard action	Ranged 10
Target One creature	
Attack +27 ^{Wis} vs Reflex	
Hit 2d8 + 21 ^{Wis} lightning damage, and if the target doesn't move at least 2 squares on its next turn, it takes 8 ^{Wis} lightning damage	

Winter Blast	Druid Attack 1
At Will ✧ Beast Form, Implement, Primal, Zone	
Standard action	Close blast 3
Target Each creature in blast	
Attack +27 ^{Wis} vs Fortitude	
Hit 2d8 + 21 ^{Wis} cold damage [+2 if Large]	
Effect The blast creates a zone of frost <i>eoyn</i> t. Enemies in the zone grant combat advantage.	

Útanlands Mál	Ritual 6
At Will	Personal
Minor action	
Effect You broadcast a mental message to all natural beasts, magical beasts, creatures infected with Beast Dreams, Weredýrs of Hroár, Dýrbonds of Hroár, and creatures that know this ritual. The range of the broadcast equals your Nature check in miles. The message may convey whatever you currently perceive with your senses, or it may express concepts up to 10 syllables in length.	

Wild Shape	Druid Feature
At Will ✧ Polymorph, Primal	Personal
Free action once per round on your turn	
Effect You change from humanoid form to beast form or vice versa.	
Humanoid Form When you assume humanoid form, shift 1 square as a free action, and you may use your second wind as a free action	
Beast Form When you assume beast form, shift 7 ^{Dex} squares as a free action. You can't use attack, utility, or feat powers that lack the Beast Form keyword, although you can sustain such powers. Your implements and worn equipment other than shields become part of your form and still convey benefits. You drop anything else held and cannot use weapons or wondrous items, nor access containers. Once per round, you can use a free action to give one of your summoned creatures a command that normally requires a minor action.	
Magnificent Beast When you assume Beast Form, you may choose to become Large. While Large, you gain +2 damage and speed.	

Alpha's Command	Pack Lord Attack 11
<input type="checkbox"/> Encounter ✧ Beast Form, Implement, Primal	
Standard action	Melee touch
Target One creature	
Attack 27 ^{Wis} vs Reflex	
Hit 2d8 + 25 ^{Wis} damage [+2 if Large], and you command one of your summoned creatures to make one of its attacks. If you don't have a summoned creature present, roll a d20. On a 10+, one ally within 5 squares of you can charge or make a melee basic attack as a free action.	

Primal Roar	Druid Attack 23
<input type="checkbox"/> Encounter ✧ Beast Form, Implement, Primal	
Standard action	Close blast 5
Target Each enemy in blast	
Attack +27 ^{Wis} vs Will	
Hit 2d8 + 21 ^{Wis} damage [+2 if Large], knocked prone, and deafened <i>eoyn</i> t	

Hungry For the Kill	Druid Attack 17
<input type="checkbox"/> Encounter ✧ Beast Form, Healing, Implement, Primal	
Standard action	Melee touch
Effect Shift 7 ^{Dex} squares before the attack	
Target One creature	
Attack +27 ^{Wis} vs Reflex	
Hit 2d12 + 25 ^{Wis} damage [+2 if Large], and if you or the target is bloodied, or at 0 hp or lower, you can spend a healing surge, make a saving throw, or both	

Rending Claws	Druid Attack 13
<input type="checkbox"/> Encounter ✧ Beast Form, Implement, Primal	
Standard action	Melee touch
Target One creature	
Attack +27 ^{Wis} vs Reflex	
Hit 2d8 + 25 ^{Wis} damage [+2 if Large], and the target gains vulnerable 10 ^{Dex+3} to all damage <i>eoyn</i> t	

Camouflage Cloak	Druid Utility 6
<input type="checkbox"/> Encounter ✧ Primal	
Minor action	Ranged 5
Target You or one ally	
Effect The target becomes invisible until he or she moves or until <i>eoyn</i> t	

Channel Divinity	Token Power
<input type="checkbox"/> Encounter ✧ Divine	
Path of Virtue	
Minor action	Personal
Effect You gain 15 ^{tier} temporary hit points	

Longtooth Shifting	Longtooth Shifter Racial Power
<input type="checkbox"/> Encounter ✧ Healing	
Minor action	Personal
Requirement You must be bloodied	
Effect You gain 20 ^{feat} temporary hit points, +2 damage <i>eo</i> e, and regeneration 6 while bloodied	

Phantom Beast Nature Utility 16☐ **Encounter** ✦ **Beast Form, Primal**Minor action **Personal****Effect** You gain phasing while in Beast Form *eoyn*t**Primal Path** Token Power☐ **Encounter** ✦ **Beast Form, Healing, Primal**Minor action **Personal****Effect** You regain 15^{tier} hit points**Spot the Path** Nature Utility 10☐ **Encounter**Minor action **Close burst 5****Target** You and each ally in burst**Effect** Each target ignores difficult terrain *eoyn*t**Sudden Bite** Druid Utility 2☐ **Encounter** ✦ **Primal**Opportunity action when an enemy provokes **Personal****Effect** You use Wild Shape to change into Beast Form, then make the opportunity attack**Vital Form** Feat☐ **Encounter**No action when you use Wild Shape **Personal****Hit** You regain the use of your second wind**Boon of Hrún** Boon of Hrún☐ **Milestone** ✦ **Divine**☐ **Eye of Hrún** ✦ **Implement, Psychic**Standard action **Ranged 10****Target** One creature**Attack** +27^{Wis} vs Will**Hit** 2d6 + 21^{Wis} psychic damage, you mark the target *eoyn*t, and if the marked target makes an attack that doesn't include you, it is dazed *eoyn*t**Sustain Standard** When you sustain, make another attack☐ **Skein of Fate****Minor action** **Close burst 5****Targets** One or two marked creatures in burst**Effect** Learn the name, roll, and level of the targets, then either remove the marks from one or two targets, or cause two targets to swap marks**Special** You may permanently sacrifice your Boon of Hrún powers to break one game rule for one action**Werebite** Weredýr of Hroár 1☐ **Milestone** ✦ **Beast Form, Divine, Implement, Primal**Minor action **Melee touch, or Close burst 1****Target** One creature, or enemies in burst**Attack** +27^{Wis} vs Will**Hit** 2d8 + 25^{Wis} damage, and the target contracts Beast Dreams**Beast Dreams** Disease 23^L**Endurance** **Improve** DC 34^{L+11}, **Maintain** DC 29^{L+6}, **or Worsen**

Cured ◀ Initial State ◀▶ Lethargy ▶ Final State

Initial State The victim is distracted, suffering a -2 penalty to Perception checks**Lethargy** If the victim has a supernatural token, it is demoted to the next lower level version, or entirely removed if no lower level version exists; otherwise, the victim suffers a -1 penalty to attacks, skill checks, saving throws, and ability checks, as if it had been raised from the dead**Final State** The victim gains the Dýrbond supernatural token**Weredýr of Hroár** You are immune to Beast Dreams**Action Point**☐ **Daily** ☐☐☐ **Milestone**

Free action on your turn in a regular round once per encounter

Effect Gain an extra action this turn**Hero's Gauntlets** If you use the extra to make an attack, you gain +1 for the attack, and if you deal damage, you gain temp equal to half your surge value**Pack Intensity** Give a command to a summoned creature as a free action, and if you don't give it any further commands this turn, it also uses its instinctive effect

Summoning Evocations Druid Attack**Daily** ✧ **Implement, Primal, Summoning**

Standard action

Ranged 5**Effect** A creature appears in an unoccupied space within range**Statistics** The creature uses your defenses and has hit points equal to your bloodied value. If it drops, you lose a healing surge (or take damage equal to your bloodied value). If a power would enable a summoned creature to spend a healing surge, you may spend a surge on its behalf.**Summoner's Staff** When an enemy misses the summoned creature, you or an ally within 5 squares of the summoned creature gains 10^{e+5} temp**Natural Vitality** The creature has regeneration 8 while bloodied**Commands** As a minor action [due to your feats], you can command the creature if you have line of effect. You can issue a general command (walk, fly, crawl, and so forth, depending on the creature's physical capabilities). Or, you can give a special command as listed below. On the turn you summon the creature, you can give the first special command as part of using this power. You can dismiss the summoned creature as a minor action.☐ **Sky Render**⁹ Medium; fly 8 (hover); +4 AC vs opportunity attacks**Minor^F Action** The sky render moves its speed and attacks at one point during that movement; melee 1; one creature; +27^{Wis} vs Reflex; 2d6 + 25^{Wis} damage [+2 if you are Large], and the target grants combat advantage *eoyn*t**Instinctive Effect** If you haven't given the sky render any commands by *eot*, it attacks an adjacent enemy [at +1] if it can. Otherwise, it moves its speed to a square adjacent to an enemy, and that enemy grants combat advantage *eoyn*t☐ **Scenting Wolf**¹⁵ Medium; speed 10; blindsight 5; +5 to Stealth checks; deals +1d10 damage with combat advantage**Minor^F Action** The wolf shifts 5 squares and attacks; melee 1; one creature; +27^{Wis} vs Reflex; 2d6 + 25^{Wis} damage [+2 if you are Large]**Minor^F Action** Close burst 2; each creature; the targets lose all concealment against you and your allies *eoyn*t**Instinctive Effect** If you haven't given the wolf any commands by *eot*, it attacks an adjacent enemy [at +1] if it can. Otherwise, it moves twice its speed to a square outside every enemy's line of sight and makes a Stealth check with no penalty for movement.☐ **Guardian Wolf**¹⁹ Large; speed 5; ignores difficult terrain; you and your allies gain +2^P AC while within 2 squares of the guardian wolf**Minor^F Action** Melee 2; one creature; +27^{Wis} vs Reflex; 2d8 + 25^{Wis} damage [+2 if you are Large]**Instinctive Effect** If you haven't given the guardian wolf any commands by *eot*, it attacks an enemy within 2 squares of it [at +1] if it can. Otherwise, it moves its speed to a space where it is within 2 squares of as many allies as possible☐ **Lupine Behemoth**¹⁹ Large; speed 8; ignores difficult terrain**Minor^F Action** Melee 2; one creature; +27^{Wis} vs Reflex; 2d8 + 25^{Wis} damage [+2 if you are Large]**Minor^F Action** The behemoth moves its speed and may move through enemy spaces. When it enters an enemy's space, it attacks that enemy: +27^{Wis} vs Reflex; 1d8 + 21^{Wis} damage [+2 if you are Large]; max once per enemy per round**Instinctive Effect** If you haven't given the behemoth any commands by *eot*, it uses its second attack against as many enemies as possible [at +1]**Full Pack** Pack Lord Utility 12

This power is rendered obsolete by your feats

Phantom Beast Druid Utility 22☐ **Daily** ✧ **Beast Form, Primal**

Minor action

Personal**Effect** Until *eo*e, whenever you use wild shape to change to beast form, you become insubstantial and gain phasing *eoyn*t**Primal Resurgence** Feat☐ **Daily**

No action when you become bloodied

Personal**Effect** You regain the use of a primal daily power