

Meldrath Sylthas :: Elven Druid

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1 Character Description

2 Racial Features

Elven Weapon Proficiency:

You gain proficiency with the longbow and the shortbow.

Fey Origin:

Your ancestors were native to the Feywild, so you are considered a fey creature for the purpose of effects that relate to creature origin.

Group Awareness:

You grant non-elf allies within 5 squares of you a +1 racial bonus to Perception checks.

Wild Step:

You ignore difficult terrain when you shift (even if you have a power that allows you to shift multiple squares).

Elven Accuracy:

You can use elven accuracy as an encounter power.

3 Class Features

Primal Aspect

Primal Predator: While you are not wearing heavy armor, you gain a +1 bonus to your speed.

Wild Shape

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.

4 Feats

Ferocious Tiger Form

Prerequisite: Druid, wild shape power

Benefit: While you are in beast form, you gain a +2 bonus to damage rolls against enemies granting combat advantage to you.

Primal Fury

Prerequisite: Druid, Primal Predator class feature

Benefit: You gain a +1 bonus to attack rolls with primal powers against bloodied enemies.

Ritual Caster

Prerequisite: Trained in Arcana or Religion

Benefit: You can master and perform rituals of your level or lower. See Chapter 10 for information on acquiring, mastering, and performing rituals. Even though some rituals use the Heal skill or the Nature skill, the Arcana skill or the Religion skill is required to understand how to perform rituals.

5 Character Powers

5.1 At-Will Powers

Flame Seed

At Will ? Fire, Implement, Primal, Zone
Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1d6 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 fire damage equal to your Wisdom modifier.

Level 21: 2d6 fire damage.

Pounce

At Will ? Beast Form, Implement, Primal
Standard Action Melee Touch

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier damage. The target grants combat advantage to the next creature that attacks it before the end of your next turn. Level 21: 2d8 + Wisdom modifier damage.

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

attack.

Savage Rend

At Will ? Beast Form, Implement, Primal

Standard Action Melee Touch

Target: One creature

Attack: Wisdom vs. Reflex

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

Level 21: 2d8 + Wisdom modifier damage.

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

5.2 Encounter Powers

Battering Claws

Encounter ? Beast Form, Implement, Primal

Standard Action Melee touch

Target: One or two creatures

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier damage, and you slide the target 2 squares.

Darting Bite

Encounter ? Beast Form, Implement, Primal

Standard Action Melee Touch

Target: One or two creatures

Attack: Wisdom vs. Reflex

Hit: 1d10 + Wisdom modifier damage. If at least one of the attacks hits, you can shift 2 squares.

Primal Predator: The number of squares you can shift equals your Dexterity modifier.

Elven Accuracy

Encounter

Free Action Personal

Effect: Reroll an attack roll. Use the second roll, even if its lower.

5.3 Daily Powers

Primal Wolverine

Daily ? Beast Form, Implement, Primal
Standard Action Melee touch

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier damage, and ongoing 5 damage (save ends).

Miss: Half damage.

Effect: Until the end of the encounter, while you are in beast form and are able to take actions, any enemy that makes a melee attack against you takes damage equal to your Constitution modifier.

Savage Frenzy

Daily ? Beast Form, Implement, Primal
Standard Action Close burst 1

Target: Each enemy in burst you can see

Attack: Wisdom vs. Reflex

Hit: 1d6 + Wisdom modifier damage, and the target is dazed and slowed (save ends both).

Miss: Half damage, and the target is slowed until the end of your next turn.

5.4 Utility Powers

Skittering Sneak

Daily ? Primal

Free Action Personal

Prerequisite: You must have the wild shape power.

Effect: Until the end of the encounter, you can use wild shape to assume the form of a Tiny natural beast or fey beast, such as a mouse, a house cat, or a large spider. In this form, you gain a +5 bonus to Stealth checks. You cant attack, pick up anything, or manipulate objects. Until this power ends, you can use wild shape to change among this form, another beast form, and

your humanoid form.

6 Equipment

6.1 Armor

+1 Sylvan Leather

Property: Gain an item bonus to Athletics checks and Stealth checks equal to the armors enhancement bonus.

6.2 Weapons

+1 Frost Mace (1d8)

Critical: +1d6 cold damage per plus

Power (At-Will ? Cold): Free Action. All damage dealt by this weapon is cold damage. Another free action returns the damage to normal.

Power (Daily ? Cold): Free Action. Use this power when you hit with the weapon. The target takes an extra 1d8 cold damage and is slowed until the end of your next turn.

Level 13 or 18: 2d8 cold damage.

Level 23 or 28: 3d8 cold damage.

6.3 Other

+1 Winter's Grasp Totem

Implement (Totem)

Enhancement: Attack rolls and damage rolls

Critical: +1d10 cold damage per plus

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.

7 Rituals

7.1 Level 1

Animal Messenger

Level: 1

Time: 10 minutes

Duration: Special

Component Cost: 10gp

Market Price: 50gp

Key Skill: Nature

You target a nonhostile Tiny animal, such as a sparrow, a raven, a fox, or a carp. The animal must remain within 5 squares of you for the time necessary to perform the ritual. Once the ritual is complete, you whisper a message of up to 25 words to the animal and name a recipient and a location. The animal bounds off toward the location, in search of the recipient. The animal avoids danger along its path. Upon finding the recipient, the animal approaches until it is adjacent to the recipient, and then your whisper issues from the animal's mouth, conveying the message. When the animal delivers its message or the ritual's duration ends, your influence ends and the animal reverts to its natural behavior.

Your Nature check determines how long the animal is affected by the ritual.

Create Campsite

Level: 1

Time: 10 minutes

Duration: 8 hours

Component Cost: 15gp

Market Price: 50gp

Key Skill: Nature

You summon hundreds of diminutive nature spirits to assemble a campsite in a 5-square radius around you. The spirits clear the area, set up tents, unroll bedrolls, gather water, and prepare a nourishing meal. They also conceal the campsite, with your Nature check result serving as the DC for Perception checks to notice the hidden camp. The spirits utilize your and your allies' gear to make the campsite. If you and your allies lack the appropriate gear, the spirits gather raw materials from the environment to make the campsite.

At the end of the rituals duration, the spirits break down the campsite, pack up your gear, and restore the site to its original state, removing evidence that you and your allies camped there.

7.2 Level 2

Tree Shape

Level: 2

Time: 10 minutes

Duration: 6 hours

Component Cost: 20 gp

Category: Exploration

Market Price: 100 gp

Key Skill: Nature (no check)

You transform into a Large tree or shrub. While you are in this state, you perceive everything around you as normal. You retain all of your statistics, though you cannot use powers or perform rituals. All your clothing and gear transforms along with you. The ritual ends and you revert to your normal form if you take any damage or take an action, or at the end of the rituals duration.

7.3 Level 4

Snare

Level: 4

Time: 10 minutes

Duration: 8 hours or until discharged

Component Cost: 25 gp

Category: Warding

Market Price: 150 gp

Key Skill: Nature

You create a magical snare in a 2-square-by-2-square area adjacent to you. When you complete the ritual, make a Nature check. The check result is the Perception DC to detect the snare and the Thievery DC to disable it. As part of the ritual, you can name creatures that can pass freely through the snares area, and you can set conditions that allow a creature to bypass the snare. Any other creature that enters the snares area is subject to an

attack equal to your level + 4 vs. Reflex. On a hit, the target is immobilized (save ends). When the snare is triggered, you become aware that it has been triggered regardless of your distance from it. The ritual is also discharged.

7.4 Level 5

Speak with Nature

Level: 5

Time: 10 minutes

Duration: 10 minutes

Component Cost: 80 gp

Category: Divination

Market Price: 250 gp

Key Skill: Nature

For the ritual's duration, you can communicate with natural beasts and mundane plants (but not plant creatures). The ritual does not make animals friendly, and the animals or plants are limited in their knowledge by their experiences and mobility. For example, a plant knows only about its immediate surroundings, and a fish can describe only what it has seen or experienced underwater.