

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

drothgery

1

Level

Adrie

Unaligned female Elf Shaman

30

Age

5' 8"

Height

140 lb.

Weight

Medium

Size

Deity

0

Total XP

1000

Defenses

16	12	14	15
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP
(Bloodied 12) **24**

Temp HP

Current Hit Points

Healing Surges

Surge Value

6

Surges/Day

8

Current Conditions:

Action Points

Action Points

Milestones

0

1

2

Action Points

1

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.

Second Wind (one per encounter)

☐ Used

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 turn.

Death Saving Throw Failures

☐ ☐ ☐

Saving Throw Mods

0

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Dagger

3

Strength vs. AC

1d4

Damage

Ranged

Dagger

7

Dexterity vs. AC

1d4+4

Damage

Languages

Common, Elven



Abilities

		Check
STR	Strength	10
CON	Constitution	12
DEX	Dexterity	18
INT	Intelligence	12
WIS	Wisdom	18
CHA	Charisma	8

Skills

Acrobatics	Dexterity	4
Arcana	Intelligence	1
Athletics	Strength	0
Bluff	Charisma	-1
Diplomacy	Charisma	-1
Dungeoneering	Wisdom	4
Endurance	Constitution	1
Heal	Wisdom	9
History	Intelligence	1
Insight	Wisdom	9
Intimidate	Charisma	-1
Nature	Wisdom	11
Perception	Wisdom	13
Religion	Intelligence	1
Stealth	Dexterity	4
Streetwise	Charisma	-1
Thievery	Dexterity	4

Combat Statistics and Senses

Initiative

4

Conditional Modifiers:

Speed

7

Passive Insight

19

Passive Perception

23

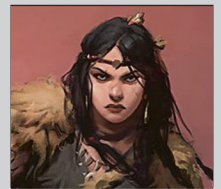
Special Senses: Low-light

drothgery

Player Name

Adrie

Character Name



Character Details

Background

Southern Wastes - Secret Order

Theme

Elemental Priest

Mannerisms and Appearance

Personality Traits

Adventuring Company

Altaruk, on the Sea of Silt

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Dagger

Main Hand

Waist

Armor

Leather Armor

Tattoo

Ki Focus

Feet

Other Equipment

Adventurer's Kit
Longbow
Arrows (30)

Total Weight (lbs.)

57

Carrying Capacity
(lbs.)

Treasure

23 gp
0 gp banked

Normal

100

Heavy

200

Max

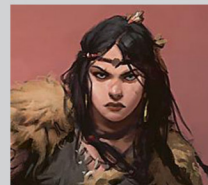
500

drothgery

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Racial Features

Elven Accuracy

Use elven accuracy as an encounter power.

Elven Weapon Proficiency

Proficient with longbow and shortbow.

Fey Origin

Your origin is fey, not natural

Group Awareness

Non-elf allies within 5 get +1 to Perception.

Wild Step

Ignore difficult terrain when shifting (even when shifting multiple squares).

Class/Other Features

Companion Spirit

Gain the call spirit companion power and choose a Companion Spirit option

Healing Spirit

Gain the healing spirit power

Speak with Spirits

Gain the speak with spirits power

Watcher Spirit

Feats

Totem Expertise

+1/2/3 (by tier) to attack rolls with totems, ignore partial cover and partial concealment on those attacks

Adrie

Level 1 Elf Shaman

	SCORE	ABILITY	MOD	
HP	10	STR	0	AC
24				16
	12	CON	1	Fort
Spd	18	DEX	4	12
7	12	INT	1	Ref
	18	WIS	4	14
Init	8	CHA	-1	Will
+4				15

19 Passive Insight

23 Passive Perception

Skills

Acrobatics	Dexterity	4
Arcana	Intelligence	1
Athletics	Strength	0
Bluff	Charisma	-1
Diplomacy	Charisma	-1
Dungeoneering	Wisdom	4
Endurance	Constitution	1
Heal	Wisdom	• 9
History	Intelligence	1
Insight	Wisdom	• 9
Intimidate	Charisma	-1
Nature	Wisdom	• 11
Perception	Wisdom	• 13
Religion	Intelligence	1
Stealth	Dexterity	4
Streetwise	Charisma	-1
Thievery	Dexterity	4

• indicates a trained skill.

Action Point

Base action points: 1



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

Melee Basic Attack

At-Will ♦ Standard Action

Dagger: +3 vs. AC, 1d4 damage

Melee weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+0) damage.

Level 21: 2[W] + Str modifier (+0) damage.

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Dagger: +7 vs. AC, 1d4+4 damage

Longbow: +6 vs. AC, 1d10+4 damage

Ranged weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+4) damage.

Level 21: 2[W] + Dex modifier (+4) damage.

Additional Effects

Basic Attack

Claws of the Eagle

At-Will ♦ Standard Action

Melee spirit 1

Target: One creature

Your spirit companion swoops down on your foe, causing it to neglect its defenses for a short time.

Keywords: Primal, Spirit

Effect: One ally adjacent to your spirit companion or within 3 squares of you can make a basic attack against the target. If the ally's attack hits, the target grants combat advantage until the end of your next turn.

Additional Effects

Shaman Attack 1

Haunting Spirits

At-Will ♦ Standard Action

Totem: +5 vs. Will, 1d6+4 damage

Ranged 5 **Target:** One creature

Howling spirits appear around your foe, distracting it from your ally's attack.

Keywords: Implement, Primal, Psychic

Attack: Wisdom vs. Will

Hit: 1d6 + Wis modifier (+4) psychic damage. Until the end of your next turn, the target grants combat advantage to an ally of your choice.

Additional Effects

Shaman Attack 1

Stormhawk's Fury

Encounter ♦ Standard Action

Totem: +5 vs. Reflex, 1d8+4 damage

Melee spirit 1 **Target:** One creature

Your spirit companion dives on your enemy and unleashes a bolt of lightning, which lingers momentarily.

Keywords: Implement, Lightning, Primal, Spirit

Effect: Before the attack, you can move your spirit companion 3 squares.

Watcher Spirit: The number of squares you can move your spirit companion equals 2 + your Dex modifier (+4).

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wis modifier (+4) lightning damage. Until the end of your next turn, when any ally hits an enemy adjacent to your spirit companion, that enemy takes extra lightning damage equal to your Dex modifier (+4).

Additional Effects

Shaman Attack 1

Used ☐

Spirit of the Healing...

Daily ♦ Standard Action

Totem: +5 vs. Fortitude, 1d8+4 damage

Close burst 5 **Target:** Each enemy in the burst

The spirit of the great flood appears, a being of storm-tossed water. Its essence sustains your allies and drowns your foes.

Keywords: Healing, Implement, Primal

Attack: Wisdom vs. Fortitude

Hit: 1d8 + Wis modifier (+4) damage.

Miss: Half damage.

Effect: Until the end of the encounter, you and each ally in the burst gain regeneration 2 while bloodied. As a minor action, a character can end this effect on himself or herself to regain 10 hit points.

Additional Effects

Shaman Attack 1

Used ☐

Healing Spirit

Encounter (Special) ♦ Minor Action

Unarmed:

Close burst 5

Target: You or one ally in the burst

You call to the spirits on behalf of a wounded ally, closing wounds and filling your ally with vigor.

Keywords: Healing, Primal

Effect: The target can spend a healing surge. If the target does so, one ally adjacent to your spirit companion, other than the target, regains 1d6 hit points.

Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter, but only once per round.

Additional Effects

Shaman Feature

Used ☐

Call Spirit Companion

At-Will ♦ Minor Action

Close burst 20

Your soul reaches out to your spirit friend, which faithfully appears at your side.

Keywords: Conjuration, Primal

Requirement: Your spirit companion must not be present.

Effect: You conjure your spirit companion in an unoccupied square in the burst. The spirit lasts until you fall unconscious or until you dismiss it as a minor action. The spirit occupies 1 square. Enemies cannot move through its space, but allies can. When you take a move action, you can also move the spirit a number of squares equal to your speed.

The spirit can be targeted by melee or ranged attacks, although it lacks hit points. If a single melee or ranged attack deals damage to the spirit equal to 10 + one-half your level or higher, the spirit disappears, and you take damage equal to 5 + one-half your level. Otherwise, the spirit is unaffected by the attack.

Additional Effects

Shaman Feature

Spirit's Prey

At-Will ♦ Opportunity Action

Melee spirit 1

Target: The triggering enemy

Your spirit companion lashes out at a moving foe, and an ally uses the distraction to fire on that enemy.

Keywords: Primal, Spirit

Trigger: An enemy leaves a square adjacent to your spirit companion without shifting

Effect: One ally within 10 squares of your spirit companion can make a ranged basic attack against the target as a free action with combat advantage.

Additional Effects

Shaman Feature

Elven Accuracy

Encounter ♦ Free Action

Personal

With an instant of focus, you take careful aim at your foe and strike with the legendary accuracy of the elves.

Trigger: You make an attack roll and dislike the result.

Effect: Reroll the attack roll. Use the second roll, even if it's lower.

Additional Effects

Elf Racial Power

Used ☐

Speak with Spirits

Encounter ♦ Minor Action

Personal

You commune with the spirits, letting them guide your words and actions.

Keyword: Primal

Effect: During this turn, you gain a bonus to your next skill check equal to your Wis modifier (+4).

Additional Effects

Shaman Feature

Used ☐

Spirit of Athas

Encounter ♦ Minor Action

Totem: +5 vs. Reflex, 1d10+4 damage

Ranged 5

A spirit appears, defending you and your allies with its body.

Keywords: Conjuration, Implement, Primal

Effect: You conjure a spirit of Athas. You and your allies gain a +1 power bonus to all defenses while adjacent to it. As a standard action, you can dismiss the spirit and make the following melee 1 attack from the spirit's square.

Target: One enemy

Attack: Primary ability vs. Reflex

Hit: 1d10 + ability modifier damage, and the target takes a -2 penalty to attack rolls and all defenses until the end of your next turn.

Additional Effects

Elemental Priest Feature

Used ☐