

Player Name \_\_\_\_\_

Character Name: **Bavak** Level: **4** Class: **Shaman** Paragon Path: \_\_\_\_\_ Epic Destiny: \_\_\_\_\_ Total XP: **3,750**

Deva Medium Race: \_\_\_\_\_ Size: \_\_\_\_\_ Age: \_\_\_\_\_ Gender: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_ Alignment: \_\_\_\_\_ Deity: \_\_\_\_\_

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
<b>2</b>		<b>2</b>	

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>18</b>	<b>AC</b>	<b>12</b>	<b>5</b>			<b>1</b>		

CONDITIONAL BONUSSES  
+1 AC against attacks made by bloodied creatures

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
<b>6</b>	<b>Speed (Squares)</b>	<b>6</b>		

SPECIAL MOVEMENT

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
<b>10</b>	<b>STR</b> Strength	<b>0</b>	<b>2</b>
<b>14</b>	<b>CON</b> Constitution	<b>2</b>	<b>4</b>
<b>11</b>	<b>DEX</b> Dexterity	<b>0</b>	<b>2</b>
<b>17</b>	<b>INT</b> Intelligence	<b>3</b>	<b>5</b>
<b>19</b>	<b>WIS</b> Wisdom	<b>4</b>	<b>6</b>
<b>10</b>	<b>CHA</b> Charisma	<b>0</b>	<b>2</b>

### FORT

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>16</b>	<b>FORT</b>	<b>12</b>	<b>2</b>	<b>1</b>		<b>1</b>		

CONDITIONAL BONUSSES  
+1 Fortitude Defense against attacks made by bloodied creatures

### REF

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>16</b>	<b>REF</b>	<b>12</b>	<b>3</b>			<b>1</b>		

CONDITIONAL BONUSSES  
+1 Reflex Defense against attacks made by bloodied creatures

### WILL

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>18</b>	<b>WILL</b>	<b>12</b>	<b>4</b>	<b>1</b>		<b>1</b>		

CONDITIONAL BONUSSES  
+1 Will Defense against attacks made by bloodied creatures

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<b>16</b>	<b>Passive Insight</b>	<b>10</b>	<b>6</b>

### PERCEPTION

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<b>22</b>	<b>Passive Perception</b>	<b>10</b>	<b>12</b>

SPECIAL SENSES

### HIT POINTS

MAX HP	BLOODED	HEALING SURGES
<b>46</b>	<b>23</b>	<b>11</b>

1/2 HP: \_\_\_\_\_ 1/4 HP: \_\_\_\_\_

### ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+ 2</b>	<b>2</b>	<b>0</b>					

ABILITY: Ranged Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+ 2</b>	<b>2</b>	<b>0</b>					

### SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES Resist 7 Necrotic, Resist 7 Radiant

CURRENT CONDITIONS AND EFFECTS

### RACE FEATURES

**Astral Majesty** - +1 bonus to all defenses against bloodied creatures

**Astral Resistance** - Resist necrotic and resist radiant equal to 5 + one-half your level

**Immortal Origin** - Immortal creature origin

**Memory of a Thousand Lifetimes** - Have the memory of a thousand lifetimes power

**History Bonus**

**Religion Bonus**

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d4</b>	<b>0</b>				

ABILITY: Ranged Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d4</b>	<b>0</b>				

### SKILLS

BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
<b>2</b>	<b>Acrobatics</b>	DEX	<b>2</b>	<b>0</b>		
<b>5</b>	<b>Arcana</b>	INT	<b>5</b>	<b>0</b>	n/a	
<b>2</b>	<b>Athletics</b>	STR	<b>2</b>	<b>0</b>		
<b>2</b>	<b>Bluff</b>	CHA	<b>2</b>	<b>0</b>	n/a	
<b>2</b>	<b>Diplomacy</b>	CHA	<b>2</b>	<b>0</b>	n/a	
<b>6</b>	<b>Dungeoneering</b>	WIS	<b>6</b>	<b>0</b>	n/a	
<b>4</b>	<b>Endurance</b>	CON	<b>4</b>	<b>0</b>		
<b>11</b>	<b>Heal</b>	WIS	<b>6</b>	<b>5</b>	n/a	
<b>7</b>	<b>History</b>	INT	<b>5</b>	<b>0</b>	n/a	<b>2</b>
<b>6</b>	<b>Insight</b>	WIS	<b>6</b>	<b>0</b>	n/a	
<b>2</b>	<b>Intimidate</b>	CHA	<b>2</b>	<b>0</b>	n/a	
<b>11</b>	<b>Nature</b>	WIS	<b>6</b>	<b>5</b>	n/a	
<b>12</b>	<b>Perception</b>	WIS	<b>6</b>	<b>5</b>	n/a	<b>1</b>
<b>12</b>	<b>Religion</b>	INT	<b>5</b>	<b>5</b>	n/a	<b>2</b>
<b>9</b>	<b>Stealth</b>	DEX	<b>2</b>	<b>5</b>		<b>2</b>
<b>2</b>	<b>Streetwise</b>	CHA	<b>2</b>	<b>0</b>	n/a	
<b>2</b>	<b>Thievery</b>	DEX	<b>2</b>	<b>0</b>		

### CLASS / PATH / DESTINY FEATURES

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

**Stalker Spirit** - Ally adjacent to spirit companion adds your Int mod to damage rolls against bloodied foes

**Healing Spirit** - Gain the healing spirit power

**Speak with Spirits** - Gain the speak with spirits power

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
<b>2</b>	vs <b>AC</b>	Unarmed (Melee)	1d4
<b>2</b>	vs <b>AC</b>	Unarmed (Range)	1d4
	vs		
	vs		

### FEATS

**Acolyte of Divine Secrets** - Invoker: Religion skill, invoker at-will 1/encounter

**Toughness** - Gain 5 additional hit points per tier

**Implement Expertise (totem)** - +1 to attack rolls with totems

### LANGUAGES KNOWN

Common, Primordial, Deep Speech



CHARACTER NAME  
**Bavak**

PLAYER NAME

RACE Deva CLASS Shaman LEVEL 4

<b>HP</b> 46	<b>STR</b> 10	<b>AC</b> 18
<b>Spd</b> 6	<b>CON</b> 14	<b>Fort</b> 16
<b>Init</b> +2	<b>DEX</b> 11	<b>Ref</b> 16
	<b>INT</b> 17	<b>Will</b> 18
	<b>WIS</b> 19	
	<b>CHA</b> 10	

**16** Passive Insight    **22** Passive Perception

**PLAY DATA** DUNGEONS & DRAGONS



**ENCOUNTER SPECIAL** DUNGEONS & DRAGONS

**Second Wind**

KEYWORDS

Standard	Personal
<b>ACTION</b>	<b>RANGE</b>
vs	Self
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

Effect: You spend a healing surge and regain 11 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

**ENCOUNTER ACTION** DUNGEONS & DRAGONS

**Spirit's Fangs**

KEYWORDS Implement, Primal, Spirit USED

Opportunity	Melee spirit 1
<b>ACTION</b>	<b>RANGE</b>
8 vs Reflex	The triggering enemy
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

**Trigger:** An enemy leaves a square adjacent to your spirit companion without shifting  
**Attack:** Wisdom vs. Reflex  
**Hit:** 1d10 + Wisdom modifier (+4) damage.  
 Level 21: 2d10 + Wisdom modifier (+4) damage.

Unarmed: +6 attack, 1d10+4 damage

ADDITIONAL EFFECTS

CLASS Shaman LEVEL BOOK PH2

**AT-WILL POWER** DUNGEONS & DRAGONS

**Stalker's Strike**

KEYWORDS Implement, Primal, Spirit USED

Standard	Melee spirit 1
<b>ACTION</b>	<b>RANGE</b>
8 vs Fort	One creature
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

**Attack:** Wisdom vs. Fortitude. If the target is bloodied, you gain a bonus to the attack roll equal to one-half your Intelligence modifier (+3).  
**Hit:** 1d10 + Wisdom modifier (+4) damage. Until the end of your next turn, your spirit companion can flank with you and your allies.  
 Level 21: 2d10 + Wisdom modifier (+4) damage.

Unarmed: +6 attack, 1d10+4 damage

ADDITIONAL EFFECTS

CLASS Shaman LEVEL 1 BOOK PH2

**AT-WILL POWER** DUNGEONS & DRAGONS

**Call Spirit Companion**

KEYWORDS Conjunction, Primal USED

Minor	Close burst 20
<b>ACTION</b>	<b>RANGE</b>
20 vs	
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

**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

CLASS Shaman LEVEL BOOK PH2

**AT-WILL POWER** DUNGEONS & DRAGONS

**Haunting Spirits**

KEYWORDS Implement, Primal, Psychic USED

Standard	Ranged 5
<b>ACTION</b>	<b>RANGE</b>
8 vs Will	One creature
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

**Attack:** Wisdom vs. Will  
**Hit:** 1d6 + Wisdom modifier (+4) psychic damage. Until the end of your next turn, the target grants combat advantage to an ally of your choice.  
 Level 21: 2d6 + Wisdom modifier (+4) psychic damage.

Unarmed: +6 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS Shaman LEVEL 1 BOOK PH2

**AT-WILL POWER** DUNGEONS & DRAGONS

**Memory of a Thousand Lifetimes**

KEYWORDS

No Action	Personal
<b>ACTION</b>	<b>RANGE</b>
vs	
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

**Trigger:** You make an attack roll, a saving throw, a skill check, or an ability check and dislike the result  
**Effect:** You add 1d6 to the triggering roll.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL \* BOOK PH2

**ENCOUNTER POWER** DUNGEONS & DRAGONS

**Healing Spirit**

KEYWORDS Healing, Primal USED

Minor	Close burst 5
<b>ACTION</b>	<b>RANGE</b>
5 vs	You or one ally in burst
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

**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.  
 Level 6: 2d6 hit points.  
 Level 11: 3d6 hit points.  
 Level 16: 4d6 hit points.  
 Level 21: 5d6 hit points.  
 Level 26: 6d6 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.

Unarmed: +2 attack

ADDITIONAL EFFECTS

CLASS Shaman LEVEL BOOK PH2

**ENCOUNTER POWER** DUNGEONS & DRAGONS

## Speak with Spirits

KEYWORDS		Primal	USED
Minor		Personal	
<b>ACTION</b>		<b>RANGE</b>	
6	vs	Reflex	One, two, or three creatures
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

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

ADDITIONAL EFFECTS

CLASS Shaman LEVEL 1 BOOK PH2

ENCOUNTER POWER DUNGEONS & DRAGONS

## Hand of Radiance

KEYWORDS		Divine, Implement, Radiant	USED
Standard		Ranged 10	
<b>ACTION</b>		<b>RANGE</b>	
6	vs	Reflex	One, two, or three creatures
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Wisdom vs. Reflex  
**Hit:** 1d4 + Wisdom modifier (+4) radiant damage.  
 Unarmed: +6 attack, 1d4+4 damage

ADDITIONAL EFFECTS

CLASS Invoker LEVEL 1 BOOK DP

ENCOUNTER POWER DUNGEONS & DRAGONS

## Twin Panthers

KEYWORDS		Implement, Primal	USED
Standard		Ranged 5	
<b>ACTION</b>		<b>RANGE</b>	
8	vs	Reflex	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Wisdom vs. Reflex  
**Stalker Spirit:** If the target is bloodied, you gain a bonus to the attack roll equal to your Intelligence modifier (+3).  
**Hit:** 1d8 + Wisdom modifier (+4) damage. Until the end of your next turn, you and your allies have combat advantage when making melee attacks against any enemy adjacent to your spirit companion.  
**Effect:** Make the attack one more time against the same target or a different one.  
 Unarmed: +6 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS Shaman LEVEL 1 BOOK PH2

ENCOUNTER POWER DUNGEONS & DRAGONS

## Call to the Savage Elder

KEYWORDS		Implement, Primal, Spirit	USED
Standard		Melee spirit 1	
<b>ACTION</b>		<b>RANGE</b>	
8	vs	Reflex	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Wisdom vs. Reflex  
**Hit:** 2d8 + Wisdom modifier (+4) damage. Until the end of your next turn, any ally adjacent to your spirit companion gains a power bonus to the damage rolls of melee attacks equal to your Wisdom modifier (+4).  
 Watchful Spirit Totem +1: +8 attack, 2d8+5 damage

ADDITIONAL EFFECTS

CLASS Shaman LEVEL 3 BOOK PH2

ENCOUNTER POWER DUNGEONS & DRAGONS

## Cleansing Wind of the North

KEYWORDS		Cold, Implement, Primal	USED
Standard		Close blast 5	
<b>ACTION</b>		<b>RANGE</b>	
8	vs	Fort	Each enemy in blast
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Wisdom vs. Fortitude  
**Hit:** 1d10 + Wisdom modifier (+4) cold damage.  
**Miss:** Half damage.  
**Effect:** Each ally in the blast makes a saving throw with a +5 power bonus.  
 Unarmed: +6 attack, 1d10+4 damage

ADDITIONAL EFFECTS

CLASS Shaman LEVEL 1 BOOK PH2

DAILY POWER DUNGEONS & DRAGONS

## Spirits of Battle

KEYWORDS		Primal, Zone	USED
Minor		Area burst 5 within 10 squares	
<b>ACTION</b>		<b>RANGE</b>	
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	

**Effect:** The burst creates a zone filled with ancestral spirits that lasts until the end of the encounter. While within the zone, your allies gain a +1 bonus to attack rolls.

ADDITIONAL EFFECTS

CLASS Shaman LEVEL 2 BOOK PH2

UTILITY POWER DUNGEONS & DRAGONS

## Watchful Spirit Totem +1

DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		3	+1d6 damage
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES

You gain an item bonus to Perception checks equal to the totem's enhancement bonus. On a critical hit you deal +1d12 damage instead of +1d6 against a bloodied creature.

AT-WILL  ENCOUNTER  DAILY

POWER

**Power (Daily):** Minor Action. Until the end of your next turn, any enemy that damages an ally adjacent to your spirit companion takes damage equal to twice this totem's enhancement bonus.

ITEM SLOT Off-hand WEIGHT 0 PRICE 680 BOOK PH2

MAGIC WEAPON DUNGEONS & DRAGONS

## Shared Suffering Leather Armor +1

AC BONUS	CHECK	SPEED	QUANTITY
+1 AC		5	Armor
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER

**Power (Encounter):** Immediate Reaction. Use this power when an attack gives you ongoing damage. The attacker gains an equal amount of untyped ongoing damage (save ends).

ITEM SLOT Body WEIGHT 15 PRICE 1000 BOOK PH

MAGIC ITEM DUNGEONS & DRAGONS

## Cloak of Distortion +1

AC BONUS	CHECK	SPEED	QUANTITY
+1 Fortitude, Reflex, and Will		4	Neck Slot Item
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

A ranged attack against you from more than 5 squares away takes a -5 penalty to the attack roll.

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT Neck WEIGHT 0 PRICE 840 BOOK AV

MAGIC ITEM DUNGEONS & DRAGONS

# Boots of Stealth (heroic tier)

AC BONUS		CHECK	SPEED	1			
ENHANCEMENT		3	Feet Slot Item				
LEVEL		TYPE					
PROPERTIES							
Gain a +2 item bonus to Stealth checks.							
POWER							
ITEM SLOT	Feet	WEIGHT	0	PRICE	680	BOOK	AV
MAGIC ITEM		DUNGEONS & DRAGONS®					