



NAVAH

FEMALE DEVA SHAMAN
LEVEL 3 UNALIGNED



"By letting go of the astral, I have become one with the spirits."

Ability Score	Value	Modifier + ½ level		
STRENGTH	11	+1	ARMOR CLASS	17
CONSTITUTION	13	+2	FORTITUDE DEFENSE	14
DEXTERITY	10	+1	REFLEX DEFENSE	15
INTELLIGENCE	16	+4	WILL DEFENSE	17
WISDOM	18	+5	INITIATIVE	+1
CHARISMA	12	+2	SPEED (SQUARES)	6
HIT POINTS	35		HEALING SURGE HP HEALED	8
BLOODIED	17		HEALING SURGES/DAY	8
Current Hit Points			SECOND WIND	<input type="checkbox"/>
			(Use second wind up to 1/encounter)	
			Current Surge Uses	///

Basic Attack Name	Attack Bonus	Damage	Range/Properties
Longspear	+3 vs. AC	1d10	Reach
Crossbow	+3 vs. AC	1d8	Range 15/30, load minor

FEATS

Auspicious Lineage
Radiant Power (-2 attack for +2 damage with implement)

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

Passive Insight	15
Passive Perception	15
Heal	+10
History	+11
Nature	+10
Insight	+5
Perception	+5
Religion	+11

EQUIPMENT

+1 summer growth totem, +1 leather armor, +1 amulet of protection, longspear, crossbow, 20 bolts, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

RACE AND CLASS FEATURES

Astral Majesty (+1 to all defenses against bloodied foes)
Astral Resistance (resist 6 necrotic, resist 6 radiant)
Immortal Origin (considered immortal for effects)
Memory of a Thousand Lifetimes (see back)
Stalker Spirit Boon (any ally adjacent to your spirit companion gains +3 damage against bloodied foes)
Stalker Spirit (can use *spirit's fangs* and *stalker's strike*)
Healing Spirit (can use *healing spirits*; see back)
Speak with Spirits (can use *speak with spirits*; see back)
Companion Spirit (can use *call spirit companion*; see back)

Languages: Common, Elven, and Goblin
Normal Vision

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.