

POWERS

AC 17
F 14
R 15
W 17

Call Spirit Companion

Shaman Feature

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

At-Will ♦ Conjuration, Primal

Minor Action Close burst 20

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 11 or more damage to the spirit, the spirit disappears, and you take 6 damage. Otherwise, the spirit is unaffected by the attack.

Spirit's Fangs

Shaman Feature

When an enemy drops its guard, your spirit companion leaps on it, claws and fangs bared.

At-Will ♦ Implement, Primal, Spirit

Opportunity Action Melee spirit 1

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

Target: The triggering enemy

Attack: +6 vs. Reflex

Hit: 1d10 + 5 damage.

Defending Strike

Shaman Attack 1

Your spirit companion strikes a foe, drawing energy from the enemy and turning that energy into a protective shield.

At-Will ♦ Implement, Primal, Spirit

Standard Action Melee spirit 1

Target: One creature

Attack: +6 vs. Reflex

Hit: 1d8 + 5 damage. Until the end of your next turn, you and your allies gain a +1 power bonus to AC while adjacent to your spirit companion.

Stalker's Strike

Shaman Attack 1

As your spirit companion claws at your foe, the spirit is filled with predatory fury, becoming a greater threat to your enemies.

At-Will ♦ Implement, Primal, Spirit

Standard Action Melee spirit 1

Target: One creature

Attack: +6 vs. Fortitude. If the target is bloodied, you gain a +1 bonus to the attack roll.

Hit: 1d10 + 5 damage. Until the end of your next turn, your spirit companion can flank with you and your allies.

Memory of a Thousand Lifetimes

Deva Racial Power

The dreamlike memories of your previous lives lend insight to aid you.

Encounter

No Action Personal

Trigger: You make an attack roll, a saving throw, a skill check, or an ability check and dislike the result

Effect: You add 1d8 to the triggering roll.

Healing Spirit

Shaman Feature

You call to the spirits on behalf of a wounded ally, closing wounds.

Encounter (Special) ♦ Healing, Primal

Minor Action Close burst 5

Target: You or one ally in burst

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.

Twin Panthers

Shaman Attack 1

Two panther spirits leap on your foes, and the panthers channel their predatory instincts through your spirit companion so that it menaces nearby enemies.

Encounter ♦ Implement, Primal

Standard Action Ranged 5

Target: One creature

Attack: +6 vs. Reflex (+9 against a bloodied target)

Hit: 1d8 + 5 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.

Bonds of the Clan

Shaman Utility 2

You take on a portion of your ally's injury.

Encounter ♦ Primal

Immediate Interrupt Ranged 10

Trigger: An ally within 10 squares of you takes damage

Target: The triggering ally

Effect: You and the target each take half of the damage.

Rimefire Spirit

Shaman Attack 3

A spirit of ice and flame freezes and burns your foe, and the spirit's energies emanate from your spirit companion, making nearby enemies vulnerable to further attacks.

Encounter ♦ Cold, Fire, Implement, Primal

Standard Action Ranged 5

Target: One creature

Attack: +6 vs. Will

Hit: 2d6 + 5 cold and fire damage. Until the end of your next turn, any enemy adjacent to your spirit companion gains vulnerable 5 cold and vulnerable 5 fire.

Cleansing Wind of the North

Shaman Attack 1

You call on the spirits of the frigid north to bite into your enemies and to carry away your allies' ills.

Daily ♦ Cold, Implement, Primal

Standard Action Close blast 5

Target: Each enemy in blast

Attack: +6 vs. Fortitude

Hit: 1d10 + 5 cold damage.

Miss: Half damage.

Effect: Each ally in the blast makes a saving throw with a +5 power bonus.

+1 Summer Growth Totem

Totem Level 3+

Summer brings growth, and the primal energy channeled through this item helps spawn vines that hinder your foes.

Critical: +1d6 damage, and the target is restrained until the end of your next turn.

Power (Daily): Minor Action. Each square within 5 squares of you is difficult terrain for your enemies until the end of your next turn.