

Player Name

Sathi  
Character Name  
Dwarf  
Race  
Medium  
Size  
Age  
Female  
Gender  
3  
Level  
Shaman  
Class

Paragon Path  
Good  
Alignment

Epic Destiny

Total XP

3,749

Adventuring Company

RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
1	Initiative	1	

CONDITIONAL MODIFIERS

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
13	STR Strength	1	2
15	CON Constitution	2	3
10	DEX Dexterity	0	1
10	INT Intelligence	0	1
20	WIS Wisdom	5	6
8	CHA Charisma	-1	0

### POWER INDEX

List your powers below.  
Check the box when the power is used.  
Clear the box when the power renews.

#### AT-WILL POWERS

Spirit's Shield	
Protecting Strike	
Call Spirit Companion	
Haunting Spirits	

#### ENCOUNTER POWERS

Healing Spirit	<input type="checkbox"/>
Speak with Spirits	<input type="checkbox"/>
Twin Panthers	<input type="checkbox"/>
Call to the Savage Elder	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

#### DAILY POWERS

Spirit of the Healing Flood	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

#### UTILITY POWERS

Bonds of the Clan	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
18	AC	11	6			1		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	FORT	11	2	1		1		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
12	REF	11				1		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	WILL	11	5	1		1		

CONDITIONAL BONUSES

### ACTION POINTS

	MILESTONES	ACTION POINTS
<input type="checkbox"/> Action Points	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### CLASS / PATH / DESTINY FEATURES

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

**Protector Spirit** - Ally adjacent to spirit companion gains hit points equal to your Con mod with second wind or your healing power

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

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

### FEATS

**Armor Proficiency (Chainmail)** - Training with chainmail armor

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

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES SURGE VALUE	SURGES/DAY
37	18	9	9
	1/2 HP	1/4 HP	

CURRENT HIT POINTS

CURRENT SURGE USES

#### SECOND WIND 1/ENCOUNTER

USED ☐

TEMPORARY HIT POINTS

#### DEATH SAVING THROW FAILURES

☐☐☐

SAVING THROW MODS +5 Racial bonus against poison

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	5		

SPECIAL MOVEMENT

### SKILLS

BONUS	SKILL NAME		ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
0	Acrobatics	DEX	1	0	-1	
1	Arcana	INT	1	0	n/a	
1	Athletics	STR	2	0	-1	
0	Bluff	CHA	0	0	n/a	
0	Diplomacy	CHA	0	0	n/a	
8	Dungeoneering	WIS	6	0	n/a	2
4	Endurance	CON	3	0	-1	2
11	Heal	WIS	6	5	n/a	
1	History	INT	1	0	n/a	
11	Insight	WIS	6	5	n/a	
0	Intimidate	CHA	0	0	n/a	
11	Nature	WIS	6	5	n/a	
11	Perception	WIS	6	5	n/a	
1	Religion	INT	1	0	n/a	
0	Stealth	DEX	1	0	-1	
0	Streetwise	CHA	0	0	n/a	
0	Thievery	DEX	1	0	-1	

### RACE FEATURES

**Dwarven Weapon Proficiency** - Proficient with hammers.

**Cast-Iron Stomach** - +5 bonus to saving throws against poison.

**Encumbered Speed** - Armor or heavy load doesn't reduce your speed. (Other effects still can.)

**Dwarven Resilience** - Second wind is minor action.

**Stand Your Ground** - Can move 1 less when forced to move. Immediate saving throw to avoid being knocked prone.



CHARACTER NAME

Sathi

PLAYER NAME

RACE

Dwarf

CLASS

Shaman

LEVEL

3

HP

37

STR

13

AC

18

Spd

5

CON

15

Fort

15

Init

+1

DEX

10

Ref

12

WIS

20

CHA

8

Will

18

21

Passive Insight

21

Passive Perception

PLAY DATA

DUNGEONS & DRAGONS

Spirit's Shield

KEYWORDS

Healing, Implement, Primal, Spirit

USED

Opportunity

\*

Melee spirit 1

ACTION

RANGE

8

vs

Reflex

The triggering enemy

ATTACK

DEFENSE

TARGET

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

**Attack:** Wisdom vs. Reflex

**Hit:** Wisdom modifier (+5) damage.

**Effect:** One ally within 5 squares of your spirit companion regains hit points equal to your Wisdom modifier (+5).

Magic Totem +1: +8 attack, 5 damage

ADDITIONAL EFFECTS

CLASS

Shaman

LEVEL

BOOK

PH2

AT-WILL POWER

DUNGEONS & DRAGONS

Haunting Spirits

KEYWORDS

Implement, Primal, Psychic

USED

Standard

5

Ranged 5

ACTION

RANGE

8

vs

Will

One creature

ATTACK

DEFENSE

TARGET

**Attack:** Wisdom vs. Will

**Hit:** 1d6 + Wisdom modifier (+5) 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 (+5) psychic damage.

Magic Totem +1: +8 attack, 1d6+6 damage

ADDITIONAL EFFECTS

CLASS

Shaman

LEVEL

1

BOOK

PH2

AT-WILL POWER

DUNGEONS & DRAGONS

ACTION POINT

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

Protecting Strike

KEYWORDS

Implement, Primal, Spirit

USED

Standard

\*

Melee spirit 1

ACTION

RANGE

8

vs

Will

One creature

ATTACK

DEFENSE

TARGET

**Attack:** Wisdom vs. Will

**Hit:** 1d8 + Wisdom modifier (+5) damage, and each ally adjacent to your spirit companion gains temporary hit points equal to your Constitution modifier (+2).

Level 21: 2d8 + Wisdom modifier (+5) damage.

Magic Totem +1: +8 attack, 1d8+6 damage

ADDITIONAL EFFECTS

CLASS

Shaman

LEVEL

1

BOOK

PH2

AT-WILL POWER

DUNGEONS & DRAGONS

Healing Spirit

KEYWORDS

Healing, Primal

USED

Minor

5

Close burst 5

ACTION

RANGE

vs

You or one ally in burst

ATTACK

DEFENSE

TARGET

**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.

ADDITIONAL EFFECTS

CLASS

Shaman

LEVEL

BOOK

PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

Minor

Personal

ACTION

RANGE

vs

Self

ATTACK

DEFENSE

TARGET

Effect: You spend a healing surge and regain 9 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

Second wind is a minor action for dwarves.

CLASS

LEVEL

BOOK

PH

ENCOUNTER ACTION

DUNGEONS & DRAGONS

Call Spirit Companion

KEYWORDS

Conjuration, Primal

USED

Minor

Close burst 20

ACTION

20

RANGE

vs

ATTACK

DEFENSE

TARGET

**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

Speak with Spirits

KEYWORDS

Primal

USED

Minor

Personal

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

**Effect:** During this turn, you gain a bonus to your next skill check equal to your Wisdom modifier (+5).

ADDITIONAL EFFECTS

CLASS

Shaman

LEVEL

BOOK

PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Twin Panthers

KEYWORDS

Implement, Primal

USED

Standard

↓

5

↗

Ranged 5

ACTION

↶

✱

RANGE

8

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

**Attack:** Wisdom vs. Reflex

**Stalker Spirit:** If the target is bloodied, you gain a bonus to the attack roll equal to your Intelligence modifier (+0).

**Hit:** 1d8 + Wisdom modifier (+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.

Magic Totem +1: +8 attack, 1d8+6 damage

ADDITIONAL EFFECTS

CLASS

Shaman

LEVEL

1

BOOK

PH2

ENCOUNTER POWERDUNGEONS & DRAGONS®

Call to the Savage Elder

KEYWORDS

Implement, Primal, Spirit

USED

Standard

\*

↓

↗

Melee spirit 1

ACTION

↶

✱

RANGE

8

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

**Attack:** Wisdom vs. Reflex

**Hit:** 2d8 + Wisdom modifier (+5) 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 (+5).

Magic Totem +1: +8 attack, 2d8+6 damage

ADDITIONAL EFFECTS

CLASS

Shaman

LEVEL

3

BOOK

PH2

ENCOUNTER POWERDUNGEONS & DRAGONS®

Spirit of the Healing Flood

KEYWORDS

Healing, Implement, Primal

USED

Standard

↓

↗

Close burst 5

ACTION

5

↶

✱

RANGE

8

vs

Fort

Each enemy in burst

ATTACK

DEFENSE

TARGET

**Attack:** Wisdom vs. Fortitude

**Hit:** 1d8 + Wisdom modifier (+5) 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.

Magic Totem +1: +8 attack, 1d8+6 damage

ADDITIONAL EFFECTS

CLASS

Shaman

LEVEL

1

BOOK

PH2

DAILY POWERDUNGEONS & DRAGONS®

Bonds of the Clan

KEYWORDS

Primal

USED

Imm Interr

↓

10

↗

Ranged 10

ACTION

↶

✱

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

**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.

ADDITIONAL EFFECTS

CLASS

Shaman

LEVEL

2

BOOK

PH2

UTILITY POWERDUNGEONS & DRAGONS®

Magic Javelin +1

1d6

2

Spear

10/20

DAMAGE

PROFICIENT

GROUP

RANGE

+1 attack rolls and damage rolls

1

+1d6 damage

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

Heavy Thrown

Melee Basic Attack:

+5 attack, 1d6+2 damage

Ranged Basic Attack:

+5 attack, 1d6+1 damage

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

One-hand

WEIGHT

2

PRICE

360

BOOK

PH

MAGIC WEAPONDUNGEONS & DRAGONS®

Magic Totem +1

DAMAGE

PROFICIENT

GROUP

RANGE

+1 attack rolls and damage rolls

1

+1d6 damage

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

Off-hand

WEIGHT

0

PRICE

360

BOOK

PH2

MAGIC WEAPONDUNGEONS & DRAGONS®

Magic Chainmail +1

6

-1

-1

1

AC BONUS

CHECK

SPEED

QUANTITY

+1 AC

1

Armor

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

Body

WEIGHT

40

PRICE

360

BOOK

PH

MAGIC ITEMDUNGEONS & DRAGONS®

Amulet of Protection +1

1

AC BONUS

CHECK

SPEED

QUANTITY

+1 Fortitude, Reflex, and Will

1

Neck Slot Item

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

Neck

WEIGHT

0

PRICE

360

BOOK

PH

MAGIC ITEMDUNGEONS & DRAGONS®