

Sathi
Character Name
Dwarf
Race
Medium
Size
Age
Female
Gender

3
Level
Shaman
Class

Paragon Path
Good
Alignment

Epic Destiny

3,749
Total XP

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"/>

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

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

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

ACTION POINTS		
	MILESTONES	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	
Distant Advantage - Gain combat advantage with ranged and area attacks against flanked enemies	

Player Name

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

17

Spd

5

CON

15

Fort

14

Init

+1

DEX

10

Ref

11

WIS

20

CHA

8

Will

17

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

6

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).

Totem: +6 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

6

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.

Totem: +6 attack, 1d6+5 damage

ADDITIONAL EFFECTS

CLASS

Shaman

LEVEL

1

BOOK

PH2

AT-WILL POWER

DUNGEONS & DRAGONS

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 SPECIAL

DUNGEONS & DRAGONS

Protecting Strike

KEYWORDS

Implement, Primal, Spirit

USED

Standard

* + ↗

Melee spirit 1

ACTION

↩ ↗

RANGE

6

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.

Totem: +6 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS

Shaman

LEVEL

1

BOOK

PH2

AT-WILL POWER

DUNGEONS & DRAGONS

Healing Spirit

KEYWORDS

Healing, Primal

USED

Minor

↕ ↗ ↘

Close burst 5

ACTION

5 ↩ ↗ ↘

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
6	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.		
Totem: +6 attack, 1d8+5 damage		
ADDITIONAL EFFECTS		
CLASS Shaman	LEVEL 1	BOOK PH2





ENCOUNTER POWER 

Call to the Savage Elder

KEYWORDS Implement, Primal, Spirit		USED
Standard	*  	Melee spirit 1
ACTION	 	RANGE
6	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).		
Totem: +6 attack, 2d8+5 damage		
ADDITIONAL EFFECTS		
CLASS Shaman	LEVEL 3	BOOK PH2





ENCOUNTER POWER 

Spirit of the Healing Flood

KEYWORDS Healing, Implement, Primal		USED
Standard	 	Close burst 5
ACTION	5  	RANGE
6	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.		
Totem: +6 attack, 1d8+5 damage		
ADDITIONAL EFFECTS		
CLASS Shaman	LEVEL 1	BOOK PH2

DAILY POWER 

Bonds of the Clan

KEYWORDS Primal		USED
Imm Interr	 10 	Ranged 10
ACTION	 	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> 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 POWER 