

DUNGEONS & DRAGONS

CHARACTER SHEET

Character Name: **vimak** Player Name: _____
 Race: **Goliath** Size: **M** Age: **M** Gender: **M** Level: **7** Class: **Shaman** Paragon Path: _____
 Alignment: **CG** Epic Destiny: _____ Total XP: _____
 Adventuring Company or Other Affiliations: _____

INITIATIVE

SCORE: **6** Initiative **2** **4**

DEFENSES

SCORE: **10** AC **10**

MOVEMENT

SCORE: **6** Speed (Squares) **6**

ABILITY SCORES

STR **16** CON **14** DEX **14** INT **15** WIS **17** CHA **16**

ABILITY SCORES

STR **16** CON **14** DEX **14** INT **15** WIS **17** CHA **16**

SENSES

Passive Insight **10** Passive Perception **10**

HIT POINTS

MAX HP **31** HEALING SURGES **11**

ACTION POINTS

Action Points **1**

ATTACK WORKSPACE

RESOURCES

SECOND WIND 1/ENCOUNTER USED ☐

RACE FEATURES

Minor **STONE ENDURANCE**
 +5 Wis **POWERFUL ATHLETE**
 to all damage (REDUCE TO CLIMB OR JUMP)

DAMAGE WORKSPACE

SKILLS

Acrobatics **2** Arcana **2** Athletics **2** Bluff **2** Diplomacy **2** Dungeoneering **4** Endurance **4** Heal **4** History **2** Insight **4** Intimidate **2** Nature **4** Perception **4** Religion **2** Stealth **2** Streetwise **4** Thievery **2**

CLASS / PATH / DESTINY FEATURES

Protector Spirit
 Spirit Baen
 +HP = Con Mod
 on 2nd wind or healing power
 Spirit's Shield
 Protecting Strike

BASIC ATTACKS

LANGUAGES KNOWN

Common, Dwarven, Goliath

FEATS

Improved Int

POWER INDEX

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

AT-WILL POWERS

Protecting Strike

ENCOUNTER POWERS**DAILY POWERS****UTILITY POWERS****OTHER EQUIPMENT****MAGIC ITEM INDEX**

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

MAGIC ITEMS**Daily Item Powers Per Day**

Heroic (1-10) ☐ Milestone ☐/ ☐/ ☐
Paragon (11-20) ☐ Milestone ☐/ ☐/ ☐
Epic (21-50) ☐ Milestone ☐/ ☐/ ☐

RITUALS**COINS AND OTHER WEALTH****PERSONALITY TRAITS****MANNERISMS AND APPEARANCE****CHARACTER BACKGROUND****COMPANIONS AND ALLIES**

NAME: _____ NOTES: _____
NAME: _____ NOTES: _____
NAME: _____ NOTES: _____
NAME: _____ NOTES: _____
NAME: _____ NOTES: _____
NAME: _____ NOTES: _____
NAME: _____ NOTES: _____

SESSION AND CAMPAIGN NOTES

CHARACTER NAME

Vimak

PLAYER NAME

RACE

Goliath

CLASS

Shaman

LEVEL

1

HP

31

STR

16

AC

14

CON

19

Fort

15

Spd

6

DEX

14

Ref

12

Init

+6

WIS

18

Will

16

CHA

15

14

Passive Insight

19

Passive Perception

Call Spirit Companion

KEYWORDS

Conjuration, Primal

USED

Minor

20

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

Thunder Bear's Warding

KEYWORDS

Implement, Primal, Thunder

USED

Standard

5

Ranged 5

ACTION

5

RANGE

4

vs

Fort

One creature

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. Fortitude
Hit: 1d6 + Wisdom modifier (+4) thunder damage. Until the end of your next turn, you and your allies gain resistance to all damage equal to your Constitution modifier (+4) while adjacent to your spirit companion.
Protector Spirit: You or an ally within 5 squares of you gains temporary hit points equal to your Constitution modifier (+4).

Unarmed: +4 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS

Shaman

LEVEL

1

BOOK

PH2

PLAY DATA

DUNGEONS & DRAGONS

Blessing of the Seven Winds

KEYWORDS

Implement, Primal, Zone

USED

Standard

5

Ranged 5

ACTION

5

RANGE

4

vs

Fort

One creature

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. Fortitude
Hit: 2d10 + Wisdom modifier (+4) damage, and you slide the target 2 squares.
Miss: Half damage.
Effect: The attack creates a zone of swirling winds in a burst 1 centered on the target. The zone lasts until the end of the encounter. As a move action, you can move the zone 5 squares. As a minor action, you can slide each creature within the zone 1 square.

Unarmed: +4 attack, 2d10+4 damage

ADDITIONAL EFFECTS

CLASS

Shaman

LEVEL

1

BOOK

PH2

DAILY POWER

DUNGEONS & DRAGONS

Spirit's Shield

KEYWORDS

Healing, Implement, Primal, Spirit

USED

Opportunity

Melee spirit 1

ACTION

Melee spirit 1

RANGE

4

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 (+4) damage.
Effect: One ally within 5 squares of your spirit companion regains hit points equal to your Wisdom modifier (+4).

Unarmed: +4 attack, 4 damage

ADDITIONAL EFFECTS

CLASS

Shaman

LEVEL

BOOK

PH2

AT-WILL POWER

DUNGEONS & DRAGONS

Wrath of Winter

KEYWORDS

Cold, Implement, Primal, Teleportation

USED

Standard

5

Ranged 5

ACTION

5

RANGE

4

vs

Fort

One creature

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. Fortitude
Hit: 1d10 + Wisdom modifier (+4) cold damage. You can teleport your spirit companion to a space adjacent to the target.
Level 21: 2d10 + Wisdom modifier (+4) cold damage.

Unarmed: +4 attack, 1d10+4 damage

ADDITIONAL EFFECTS

CLASS

Shaman

LEVEL

1

BOOK

PH2

AT-WILL POWER

DUNGEONS & DRAGONS

Protecting Strike

KEYWORDS

Implement, Primal, Spirit

USED

Standard

Melee spirit 1

ACTION

Melee spirit 1

RANGE

4

vs

Will

One creature

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. Will
Hit: 1d8 + Wisdom modifier (+4) damage, and each ally adjacent to your spirit companion gains temporary hit points equal to your Constitution modifier (+4).
Level 21: 2d8 + Wisdom modifier (+4) damage.

Unarmed: +4 attack, 1d8+4 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

5

RANGE

vs

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.

Unarmed: +0 attack

ADDITIONAL EFFECTS

CLASS

Shaman

LEVEL

BOOK

PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Stone's Endurance

KEYWORDS

USED

Minor

Personal

ACTION

Personal

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: You gain resist 5 to all damage until the end of your next turn.
Level 11: Resist 10 to all damage.
Level 21: Resist 15 to all damage.

ADDITIONAL EFFECTS

CLASS

Racial Power

LEVEL

BOOK

PH2

Speak with Spirits

KEYWORDS

Primal

USED

Minor

Personal

ACTION

Personal

RANGE

vs

ATTACK

DEFENSE

TARGET

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

ADDITIONAL EFFECTS

CLASS

Shaman

LEVEL

BOOK

PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

Standard

Personal

ACTION

Personal

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: You spend a healing surge and regain 7 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