

DUNGEONS & DRAGONS

Character Sheet

Name: **Shaman**
 Level: **1**
 Class: **Shaman**
 Alignment: **Good**
 Epic Destiny: **Paragon Path**
 Total XP: **0**

Initiative: **6**
 Initiative Modifier: **2**
 Initiative Roll: **4**

ABILITY SCORES
 STR: **16** (Strength)
 CON: **19** (Constitution)
 DEX: **14** (Dexterity)
 INT: **15** (Intelligence)
 WIS: **18** (Wisdom)
 CHA: **15** (Charisma)
 MOD: **3**
 MOD: **4**
 MOD: **2**
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 MOD: **2**

HIT POINTS
 MAX HP: **31**
 HEALING SURGES: **15**
 SURGE VALUE: **7**
 SURGE DURATION: **11**

SECOND WIND: **1** ENCOUNTER
 TEMPORARY HIT POINTS: **29**

DEATH SAVING THROW FAILURES: **0**
 SAVING THROW MODS: **0**

RESISTANCES: **0**
 CURRENT CONDITIONS AND EFFECTS: **0**

SKILLS
 ACROBATICS: **2**
 ARCANA: **2**
 ATHLETICS: **5**
 BLUFF: **2**
 DIPLOMACY: **2**
 DUNGEONEERING: **4**
 ENDURANCE: **9**
 HEAL: **9**
 HISTORY: **2**
 INSIGHT: **4**
 INTIMIDATE: **2**
 NATURE: **11**

DEFENSES
 AC: **14**
 DEFENSE: **10**
 DEFENSE MOD: **4**

DEFENSES
 AC: **15**
 DEFENSE: **10**
 DEFENSE MOD: **4**

DEFENSES
 AC: **12**
 DEFENSE: **10**
 DEFENSE MOD: **2**

DEFENSES
 AC: **16**
 DEFENSE: **10**
 DEFENSE MOD: **4**

DEFENSES
 AC: **16**
 DEFENSE: **10**
 DEFENSE MOD: **4**

ACTION POINTS
 ACTION POINTS: **0**
 ACTION POINTS MOD: **1**

RACE FEATURES
 Mountain's Tenacity - +1 racial bonus to Will
 Powerful Athlete - Roll twice and use either result when making Athletics check to jump or climb
 Stone's Endurance - Have the stone's endurance power
 Athletics Bonus
 Nature Bonus

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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

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MOVEMENT
 Speed (Squares): **6**
 SPECIAL MOVEMENT: **0**

SENSES
 PASSIVE INSIGHT: **14**
 PASSIVE PERCEPTION: **19**

SENSES
 PASSIVE INSIGHT: **14**
 PASSIVE PERCEPTION: **19**

ATTACK WORKSPACE
 MELEE BASIC ATTACK - LONGSPEAR
 ATE BONUS: **+5**
 ATE BONUS MOD: **0**
 ATE BONUS MOD MOD: **3**
 ATE BONUS MOD MOD MOD: **2**

ATTACK WORKSPACE
 MELEE BASIC ATTACK - UNARMED
 ATE BONUS: **+3**
 ATE BONUS MOD: **0**
 ATE BONUS MOD MOD: **3**
 ATE BONUS MOD MOD MOD: **2**

DAMAGE WORKSPACE
 MELEE BASIC ATTACK - LONGSPEAR
 DAMAGE: **1d10+3**
 DAMAGE MOD: **3**

DAMAGE WORKSPACE
 MELEE BASIC ATTACK - UNARMED
 DAMAGE: **1d4+3**
 DAMAGE MOD: **3**

BASIC ATTACKS
 ATTACK: **5** vs AC: **AC** Longspear: **1d10+3**
 ATTACK: **3** vs AC: **AC** Unarmed (Melee): **1d4+3**
 ATTACK: **2** vs AC: **AC** Unarmed (Range): **1d4+2**

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FEATS
 Improved Initiative - +4 to initiative checks

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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

Wrath of Winter

ENCOUNTER POWERS

Stone's Endurance ☐

Healing Spirit ☐ ☐

Speak with Spirits ☐

Thunder Bear's Warding ☐

DAILY POWERS

Blessing of the Seven Winds ☐

UTILITY POWERS

OTHER EQUIPMENT

Leather Armor (E)

Adventurer's Kit

Longspear (E)

2 necklaces (150)
4 gems (5)

COINS AND OTHER WEALTH

Money on hand: 50 gp 155

Stored money: 0 gp 50

Encumbrance: 25 / 160

MAGIC ITEM INDEX

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

MAGIC ITEMS

WEAPON ☐

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ARMOR ☐

ARMS ☐

FEET ☐

HANDS ☐

HEAD ☐

NECK ☐

RING ☐

RING ☐

WAIST ☐

Daily Item Powers Per Day

Heroic (1-10) ☐ Milestone ☐ / ☐ / ☐ / ☐

Paragon (11-20) ☐ Milestone ☐ / ☐ / ☐ / ☐

Epic (21-30) ☐ Milestone ☐ / ☐ / ☐ / ☐

RITUALS / ALCHEMY

CHARACTER NAME
Vimak

PLAYER NAME

RACE GoliathCLASS ShamanLEVEL 1

HP31

STR16

AC14

Spd6

CON19

Fort15

Init+6

DEX14

Ref12

WIS18

CHA15

Will16

14 Passive Insight

19 Passive Perception

PLAY DATA

DUNGEONS & DRAGONS

Call Spirit Companion

KEYWORDS Conjuration, PrimalUSED

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 ShamanLEVELBOOK PH2

AT-WILL POWER

DUNGEONS & DRAGONS

Thunder Bear's Warding

KEYWORDS Implement, Primal, ThunderUSED

Standard

↓

5

↻

Ranged 5

ACTION

↶

⚡

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 ShamanLEVEL 1BOOK PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Blessing of the Seven Winds

KEYWORDS Implement, Primal, ZoneUSED

Standard

↓

5

↻

Ranged 5

ACTION

↶

⚡

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 ShamanLEVEL 1BOOK PH2

DAILY POWER

DUNGEONS & DRAGONS

Spirit's Shield

KEYWORDS Healing, Implement, Primal, SpiritUSED

Opportunity

↓

↻

Melee spirit 1

ACTION

↶

⚡

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 ShamanLEVELBOOK PH2

AT-WILL POWER

DUNGEONS & DRAGONS

Wrath of Winter

KEYWORDS Cold, Implement, Primal, TeleportationUSED

Standard

↓

5

↻

Ranged 5

ACTION

↶

⚡

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 ShamanLEVEL 1BOOK PH2

AT-WILL POWER

DUNGEONS & DRAGONS

Protecting Strike

KEYWORDS Implement, Primal, SpiritUSED

Standard

↓

↻

Melee spirit 1

ACTION

↶

⚡

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 ShamanLEVEL 1BOOK PH2

AT-WILL POWER

DUNGEONS & DRAGONS

Healing Spirit

KEYWORDS Healing, PrimalUSED

Minor

↓

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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 ShamanLEVELBOOK PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Stone's Endurance

KEYWORDSUSED

Minor

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Personal

ACTION

↶

⚡

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 PowerLEVELBOOK PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Speak with Spirits

KEYWORDS PrimalUSED

Minor

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↻

Personal

ACTION

↶

⚡

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 ShamanLEVELBOOK PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Second Wind

KEYWORDSUSED

Standard

↓

↻

Personal

ACTION

↶

⚡

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

CLASSLEVELBOOK PH

ENCOUNTER ACTION

DUNGEONS & DRAGONS