



Human Banner Spear

Name: _____

Level :

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|---|---|---|

XP :

| | | | | | | | | |
|---|----|----|-----|-----|-----|-----|-----|-----|
| 0 | 45 | 95 | 150 | 210 | 275 | 345 | 420 | 500 |
|---|----|----|-----|-----|-----|-----|-----|-----|

XP :

Gold :

Notes:

Masteries:

X: ☐ Attack at least three enemies with each of three different area of effect attack abilities

X: ☐ Perform a Banner summon ability on your first turn, keep the banner alive and within 3 of you for the entire scenario

Perks

X: ☐ ☐ ☐ X: ☐ ☐ ☐ X: ☐ ☐ ☐

X: ☐ ☐ ☐ X: ☐ ☐ ☐ X: ☐ ☐ ☐

☐ ☐ ☐ Replace one card with one " 1" card

☐ ☐ Replace one card with one "Add +1 for each ally adjacent to the target" card

☐ ☐ Add one card

☐ ☐ Add one 1 card

☐ ☐ Add two cards

☐ ☐ Add two " 1, self" cards

☐ ☐ Ignore item effects and remove one card

☐ At the end of each of your long rests, grant one ally within 3: 2

☐ Whenever you open a door with a move ability, add +3

☐ Once each scenario, during your turn, gain 2 for the round