CHARACTER NAME
Raham

PLAYER NAME

RACE	CLASS	LEVEL
Deva	Shaman	

	SCORE	ABILITY	MOD	
HP 61	10	STR	+0	**AC** 22
Spd 6	14	CON	+2	**Fort** 19
	10	DEX	+0	
Init +4	18	INT	+4	**Ref** 19
	21	WIS	+5	**Will** 22
	8	CHA	−1	

19	Passive Insight	24	Passive Perception

Skills

	Skill	Ability	
4	Acrobatics	DEX	
7	Arcana	INT	
4	Athletics	STR	
3	Bluff	CHA	
3	Diplomacy	CHA	
9	Dungeoneering	WIS	
6	Endurance	CON	
14	Heal	WIS	(Trained)
10	History	INT	
9	Insight	WIS	
3	Intimidate	CHA	
14	Nature	WIS	(Trained)
14	Perception	WIS	(Trained)
15	Religion	INT	(Trained)
4	Stealth	DEX	
3	Streetwise	CHA	
4	Thievery	DEX	

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS

ACTION POINT

Effect: Gain a standard action this turn.
Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Second Wind

KEYWORDS | USED

Standard				Personal
ACTION				RANGE

☐ AT-WILL	☑ ENCOUNTER	☐ DAILY

Effect: You spend a healing surge and regain 14 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS	LEVEL	BOOK PH

Melee Basic Attack

KEYWORDS Weapon | USED

Standard	*			Melee weapon
ACTION				RANGE

6	vs	AC	One creature
ATTACK		DEFENSE	TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+0) damage. Increase damage to 2[W] + Strength modifier (+0) at 21st level.
Special: You can use an unarmed attack as a weapon to make a melee basic attack.

Spear: +6 attack, 1d8 damage

Unarmed: +4 attack, 1d4 damage

ADDITIONAL EFFECTS

CLASS	LEVEL *	BOOK PH

Ranged Basic Attack

KEYWORDS Weapon | USED

Standard		*		Ranged weapon
ACTION				RANGE

4	vs	AC	One creature
ATTACK		DEFENSE	TARGET

Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+0) damage. Increase damage to 2[W] + Dexterity modifier (+0) at 21st level.
Special: Weapons with the heavy thrown property use Strength instead of Dexterity for attack rolls and damage rolls. Warlocks can use eldritch blast as a ranged basic attack, and wizards can use magic missile as a ranged basic attack.

Unarmed: +4 attack, 1d4 damage

ADDITIONAL EFFECTS

CLASS	LEVEL *	BOOK PH

Spirit's Fangs

KEYWORDS Implement, Primal, Spirit | USED

Opportunity	*			Melee spirit 1
ACTION				RANGE

11	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: 1d10 + Wisdom modifier (+5) damage.
Level 21: 2d10 + Wisdom modifier (+5) damage.

Hungry Spirits Totem +2: +11 attack, 1d10+7 damage
Unarmed: +9 attack, 1d10+5 damage

ADDITIONAL EFFECTS

CLASS Shaman	LEVEL	BOOK PH2

Haunting Spirits
Implement, Primal, Psychic

Ranged 5
Action: Standard action
Target: One creature
Attack: Wisdom +11 Vs. Will

Hit: 1d6 + 7 psychic damage.

Level 21: 2d6 + Wisdom modifier psychic damage.
Effect: Until the end of your next turn, the target grants combat advantage to an ally of your choice.

at-will

Shaman 1

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, until you dismiss it as a minor action, or until you use this power again. 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

Claws of the Eagle

KEYWORDS: Primal, Spirit | USED

ACTION				RANGE
Standard	*			Melee spirit 1

ATTACK	vs	DEFENSE	TARGET
			One creature

Effect: One ally adjacent to your spirit companion or within 3 squares of you can make a basic attack against the target. If the ally's attack hits, the target grants combat advantage until the end of your next turn.

ADDITIONAL EFFECTS

CLASS Shaman	LEVEL 1	BOOK PP

AT-WILL POWER — Dungeons & Dragons

Memory of a Thousand Lifetimes

KEYWORDS: | USED

ACTION			RANGE
No Action			Personal

ATTACK	vs	DEFENSE	TARGET

Trigger: You make an attack roll, a saving throw, a skill check, or an ability check and dislike the result

Effect: You add 1d6 to the triggering roll.

ADDITIONAL EFFECTS

CLASS Racial Power	LEVEL *	BOOK PH2

ENCOUNTER POWER — Dungeons & Dragons

Healing Spirit

KEYWORDS: Healing, Primal | USED

ACTION				RANGE
Minor	5			Close burst 5

ATTACK	vs	DEFENSE	TARGET
			You or one ally in burst

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: +3 attack

ADDITIONAL EFFECTS

CLASS Shaman	LEVEL	BOOK PH2

ENCOUNTER POWER — Dungeons & Dragons

Speak with Spirits

KEYWORDS: Primal | USED

ACTION			RANGE
Minor			Personal

ATTACK	vs	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

ACTION				RANGE
Standard		5		Ranged 5

ATTACK	vs	DEFENSE	TARGET
11		Reflex	One creature

Attack: Wisdom vs. Reflex
   Stalker Spirit: If the target is bloodied, you gain a bonus to the attack roll equal to your Intelligence modifier (+3).
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.

Hungry Spirits Totem +2: +9 attack, 1d8+7 damage
Unarmed: +9 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Shaman	LEVEL 1	BOOK PH2

ENCOUNTER POWER — Dungeons & Dragons

Call to the Savage Elder

KEYWORDS: Implement, Primal, Spirit | USED

ACTION				RANGE
Standard	*			Melee spirit 1

ATTACK	vs	DEFENSE	TARGET
11		Reflex	One creature

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).

Hungry Spirits Totem +2: +11 attack, 2d8+7 damage
Unarmed: +9 attack, 2d8+5 damage

ADDITIONAL EFFECTS

CLASS Shaman	LEVEL 3	BOOK PH2

ENCOUNTER POWER — Dungeons & Dragons

Spirit's Sacrifice
Primal, Spirit

Close Burst 5
Action: Minor Action
Target: You or one ally in burst.

Effect: You dismiss the spirit companion and the target makes a saving throw or gains temporary hit points equal to your Wisdom modifier (5).

encounter

Shaman 2

Call to the Blood Dancer

KEYWORDS: Implement, Primal, Spirit | USED

ACTION				RANGE
Standard	*			Melee spirit 1

ATTACK	vs	DEFENSE	TARGET
11		Will	One creature

Attack: Wisdom vs. Will
Hit: 2d10 + Wisdom modifier (+5) damage. Until the end of your next turn, any ally can score a critical hit on a roll of 18–20 while adjacent to your spirit companion.
   Stalker Spirit: Until the end of your next turn, any ally gains a bonus to damage rolls equal to your Intelligence modifier (+3) while adjacent to your spirit companion.

Hungry Spirits Totem +2: +11 attack, 2d10+7 damage
Unarmed: +9 attack, 2d10+5 damage

ADDITIONAL EFFECTS

CLASS Shaman	LEVEL 7	BOOK PH2

ENCOUNTER POWER — Dungeons & Dragons

Spirit of the Healing Flood

KEYWORDS: Healing, Implement, Primal | USED

ACTION				RANGE
Standard	5			Close burst 5

ATTACK	vs	DEFENSE	TARGET
11		Fort	Each enemy in burst

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.

Hungry Spirits Totem +2: +11 attack, 1d8+7 damage
Unarmed: +9 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Shaman	LEVEL 1	BOOK PH2

DAILY POWER — Dungeons & Dragons

Spear

1d8	2	Spear	
DAMAGE	PROFICIENT	GROUP	RANGE

PROPERTIES

Versatile (Versatile weapons are one-handed, but you can use them two-handed. If you do, you deal an extra 1 point of damage when you roll damage for the weapon.

A Small character such as a halfling must use a versatile weapon two-handed, and doesn't deal extra damage.).

Melee Basic Attack: +5 attack, 1d8 damage

NOTES

ITEM SLOT One-hand	WEIGHT 6	PRICE 5	BOOK PH

WEAPON — DUNGEONS & DRAGONS

Wind of Pain and Succor
Cold, Healing, Implement, Primal, Spirit

Melee Spirit 1
Action: Standard action
Target: One creature
Attack: Wisdom +11 Vs. Will

Hit: 3d8 + 7 cold damage.
Miss: Half damage.
Effect: The first ally to regain hit points while adjacent to your spirit companion regains 1 d8 additional hit points. The second ally to do so regains 2d8 additional hit points, and the third ally to do so regains 3d8 additional hit points.
This effect ends after the third ally regains these additional hit points or at the end of the encounter.

daily

Shaman 5

Sudden Restoration

KEYWORDS Primal		USED

Minor	10	Ranged 10
ACTION		**RANGE**

☐ AT-WILL	☑ ENCOUNTER	☐ DAILY

Target: One or two allies
Effect: Each target makes a saving throw.

ADDITIONAL EFFECTS

CLASS Shaman	LEVEL 6	BOOK PH2

UTILITY POWER — DUNGEONS & DRAGONS

Everlasting Provisions (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY

	4	Wondrous Item
ENHANCEMENT	LEVEL	TYPE

PROPERTIES

After an extended rest, you open the basket, creating enough food and water to feed five Medium or Small creatures (or one Large creature) for 24 hours.

☐ AT-WILL	☐ ENCOUNTER	☐ DAILY

POWER

ITEM SLOT	WEIGHT 0	PRICE 840	BOOK PH

MAGIC ITEM — DUNGEONS & DRAGONS

Potion of Healing (heroic tier)

			3
AC BONUS	CHECK	SPEED	QUANTITY

	5	Potion
ENHANCEMENT	LEVEL	TYPE

PROPERTIES

☐ AT-WILL	☐ ENCOUNTER	☐ DAILY

POWER

Power (Consumable • Healing): Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

ITEM SLOT	WEIGHT 0	PRICE 50	BOOK PH

MAGIC ITEM — DUNGEONS & DRAGONS

Hungry Spirits Totem +2

+2 attack rolls and damage rolls		7	+2d10 damage
DAMAGE	PROFICIENT	GROUP	RANGE

+2 attack rolls and damage rolls	7	+2d10 damage
ENHANCEMENT	LEVEL	CRITICAL

PROPERTIES

On a critical hit you can move your spirit companion to a space adjacent to the target.

☐ AT-WILL	☐ ENCOUNTER	☐ DAILY

POWER

Power (Daily • Healing, Spirit): Free Action. Trigger: You hit an enemy adjacent to your spirit companion with a primal attack power using this totem. Effect: You and one ally within 2 squares of the enemy can spend a healing surge.

ITEM SLOT Off-hand	WEIGHT 0	PRICE 2600	BOOK PH2

MAGIC WEAPON — DUNGEONS & DRAGONS

Warding Spirit Leather Armor +2

2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY

+2 AC	7	Armor
ENHANCEMENT	LEVEL	TYPE

PROPERTIES

You gain a +4 power bonus to AC against opportunity attacks while your spirit companion is present in the encounter.

☐ AT-WILL	☐ ENCOUNTER	☐ DAILY

POWER

ITEM SLOT Body	WEIGHT 15	PRICE 2600	BOOK PH

MAGIC ITEM — DUNGEONS & DRAGONS

Cloak of Resistance +2

			1
AC BONUS	CHECK	SPEED	QUANTITY

+2 Fortitude, Reflex, and Will	7	Neck Slot Item
ENHANCEMENT	LEVEL	TYPE

PROPERTIES

☐ AT-WILL	☐ ENCOUNTER	☐ DAILY

POWER

Power (Daily): Minor Action. Gain resist 5 to all damage until the start of your next turn.

ITEM SLOT Neck	WEIGHT 0	PRICE 2600	BOOK PH

MAGIC ITEM — DUNGEONS & DRAGONS

Bag of Holding (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY

	5	Wondrous Item
ENHANCEMENT	LEVEL	TYPE

PROPERTIES

This bag can hold up to 200 pounds in weight or 20 cubic feet in volume, but it always weighs only 1 pound.
Drawing an item from a bag of holding is a minor action.

☐ AT-WILL	☐ ENCOUNTER	☐ DAILY

POWER

ITEM SLOT	WEIGHT 0	PRICE 1000	BOOK PH

MAGIC ITEM — DUNGEONS & DRAGONS