

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

3

Level

Syrus Ramal

Good male Deva Shaman

Age 6'4" Height 230LB Weight Medium Size Deity

2250

Total XP

3750

Defenses

16	14	14	16
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP
(Bloodied 18) **36**

Temp HP

Current Hit Points

Healing Surges

Surge Value	Surges/Day
9	9

Current Conditions:

Combat Statistics and Senses

Initiative

1

Conditional Modifiers:

Speed

6

Passive Insight

15

Passive Perception

20

Special Senses: Normal

Action Points

Action Points	Milestones	Action Points
<input type="text"/>	0	1
	1	2
	2	3

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 (one per encounter)

☐ Used

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

Death Saving Throw Failures

☐ ☐ ☐

Saving Throw Mods

0

Resistances/Vulnerabilities

Resist 6 Necrotic, Resist 6 Radiant

Current Conditions and Effects

Basic Attacks

Melee

Spear

3

Strength vs. AC

1d8

Damage

Ranged

Hand crossbow

1

Dexterity vs. AC

1d6

Damage

Languages

Common, Goblin

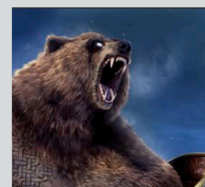


Abilities

		Check
STR	Strength	10 1
CON	Constitution	14 3
DEX	Dexterity	10 1
INT	Intelligence	16 4
WIS	Wisdom	19 5
CHA	Charisma	8 0

Skills

Acrobatics	Dexterity	1
Arcana	Intelligence	4
Athletics	Strength	1
Bluff	Charisma	0
Diplomacy	Charisma	0
Dungeoneering	Wisdom	5
Endurance	Constitution	8
Heal	Wisdom	10
History	Intelligence	6
Insight	Wisdom	5
Intimidate	Charisma	0
Nature	Wisdom	10
Perception	Wisdom	10
Religion	Intelligence	6
Stealth	Dexterity	1
Streetwise	Charisma	0
Thievery	Dexterity	1



Player Name _____ Character Name Syrus Ramal

Character Details

Background

Auspicious Birth

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Totem

Main Hand

Spear

Waist

Armor

Leather Armor

Tattoo

Ki Focus

Other Equipment

Adventurer's Kit
Hand crossbow
Crossbow Bolts (80)
Everburning Torch

Total Weight (lbs.)

70

Carrying Capacity
(lbs.)

Treasure

151 gp; 38 sp
0 gp banked

Normal

100

Heavy

200

Max

500

Syrus Ramal

Player Name

Character Name



Racial Features

Astral Majesty

+1 bonus to all defenses against bloodied creatures

Astral Resistance

Resist necrotic and resist radiant equal to 5 + one-half your level

Immortal Origin

Immortal creature origin

Memory of a Thousand Lifetimes

Have the memory of a thousand lifetimes power

Class/Other Features

Companion Spirit

Gain the call spirit companion power and choose a Companion Spirit option

Healing Spirit

Gain the healing spirit power

Protector Spirit

Ally adjacent to spirit companion gains hit points equal to your Con mod with second wind or your healing power

Speak with Spirits

Gain the speak with spirits power

Feats

Shared Healing Spirit

Change recipient of additional hit points

Potent Rebirth

+2 to attack and damage if reduced to 0 hp

Syrus Ramal

Level 3 Deva Shaman

	SCORE	ABILITY	MOD	
HP	10	STR	0	AC
36				16
	14	CON	2	Fort
				14
Spd	10	DEX	0	Ref
6				14
	16	INT	3	Will
Init	19	WIS	4	16
+1	8	CHA	-1	

15 Passive Insight

20 Passive Perception

Skills

Acrobatics	Dexterity	1
Arcana	Intelligence	4
Athletics	Strength	1
Bluff	Charisma	0
Diplomacy	Charisma	0
Dungeoneering	Wisdom	5
Endurance	Constitution	• 8
Heal	Wisdom	• 10
History	Intelligence	6
Insight	Wisdom	5
Intimidate	Charisma	0
Nature	Wisdom	• 10
Perception	Wisdom	• 10
Religion	Intelligence	6
Stealth	Dexterity	1
Streetwise	Charisma	0
Thievery	Dexterity	1

• indicates a trained skill.

Action Point

Base action points: 1



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.

Encounter Special

Melee Basic Attack

At-Will ♦ Standard Action

Spear: +3 vs. AC, 1d8 damage

Melee weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+0) damage.

Level 21: 2[W] + Str modifier (+0) damage.

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Hand crossbow: +1 vs. AC, 1d6 damage

Ranged weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+0) damage.

Level 21: 2[W] + Dex modifier (+0) damage.

Additional Effects

Basic Attack

Defending Strike

At-Will ♦ Standard Action

Totem: +5 vs. Reflex, 1d8+4 damage

Melee spirit 1 **Target:** One creature

Your spirit companion strikes a foe, drawing energy from the enemy and turning that energy into a protective shield.

Keywords: Implement, Primal, Spirit

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wis modifier (+4) damage. Until the end of your next turn, you and your allies gain a +1 power bonus to AC while adjacent to your spirit companion.

Additional Effects

Shaman Attack 1

Protecting Strike

At-Will ♦ Standard Action

Totem: +5 vs. Will, 1d8+4 damage

Melee spirit 1 **Target:** One creature

Roaring echoes from ancient caves and hollows accompany your spirit companion's attack, infusing your allies with vitality.

Keywords: Implement, Primal, Spirit

Attack: Wisdom vs. Will

Hit: 1d8 + Wis modifier (+4) damage, and each ally adjacent to your spirit companion gains temporary hit points equal to your Con modifier (+2).

Additional Effects

Thunder Bear's Warding

Encounter ♦ Standard Action

Totem: +5 vs. Fortitude, 1d6+4 damage

Ranged 5 **Target:** One creature

An ancient bear spirit roars with thunder and channels its strength through your spirit companion to bolster your allies.

Keywords: Implement, Primal, Thunder

Attack: Wisdom vs. Fortitude

Hit: 1d6 + Wis modifier (+4) thunder damage. Until the end of your next turn, you and your allies gain resistance to all damage equal to your Con modifier (+2) while adjacent to your spirit companion.

Protector Spirit: You or an ally within 5 squares of you gains temporary hit points equal to your Con modifier (+2).

Additional Effects

Spring Renewal Strike

Encounter ♦ Standard Action

Totem: +5 vs. Fortitude, 2d8+4 damage

Melee spirit 1 **Target:** One creature

As your spirit companion attacks your foe, the spirit channels healing power into a nearby ally.

Keywords: Healing, Implement, Primal, Spirit

Attack: Wisdom vs. Fortitude

Hit: 2d8 + Wis modifier (+4) damage, and one ally adjacent to your spirit companion can spend a healing surge.

Protector Spirit: The ally regains additional hit points equal to your Con modifier (+2).

Additional Effects

Wrath of the Spirit...

Daily ♦ Standard Action

Totem: +5 vs. Will, 3d6+4 damage

Close burst 2

Target: Each enemy in the burst and each enemy adjacent to your spirit companion

Angry spirits lash out at the minds of your foes all around you and your spirit companion.

Keywords: Implement, Primal, Psychic

Attack: Wisdom vs. Will

Hit: 3d6 + Wis modifier (+4) psychic damage, and you knock the target prone.

Miss: Half damage.

Additional Effects

Shaman Attack 1

Used ☐

Healing Spirit

Encounter (Special) ♦ Minor Action

Unarmed:

Close burst 5

Target: You or one ally in the burst

You call to the spirits on behalf of a wounded ally, closing wounds and filling your ally with vigor.

Keywords: Healing, Primal

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.

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

Shaman Feature

Used ☐

Call Spirit Companion

At-Will ♦ Minor Action

Close burst 20

Your soul reaches out to your spirit friend, which faithfully appears at your side.

Keywords: Conjuration, Primal

Requirement: Your spirit companion must not be present.

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

Shaman Feature

Spirit's Shield

At-Will ♦ Opportunity Action

Totem: +5 vs. Reflex, 4 damage

Melee spirit 1

Target: The triggering enemy

Your spirit companion bats at a foe that drops its guard, and a nearby ally draws healing energy from the spirit.

Keywords: Healing, Implement, Primal, Spirit

Trigger: An enemy leaves a square adjacent to your spirit companion without shifting

Attack: Wisdom vs. Reflex

Hit: Wis modifier (+4) damage.

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

Additional Effects

Shaman Feature

Memory of a Thousand...

Encounter ♦ No Action

Personal

The dreamlike memories of your previous lives lend insight to aid you.

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

Deva Racial Power

Used ☐

Speak with Spirits

Encounter ♦ Minor Action

Personal

You commune with the spirits, letting them guide your words and actions.

Keyword: Primal

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

Additional Effects

Shaman Feature

Used ☐

Spirits of Battle

Daily ♦ Minor Action

Area burst 5 within 10 squares

You invoke ancestral spirits of battle. Under their shadow, your allies fight with greater might.

Keywords: Primal, Zone

Effect: The burst creates a zone filled with ancestral spirits that lasts until the end of the encounter. While within the zone, your allies gain a +1 bonus to attack rolls.

Additional Effects