

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

15

Level

Elenora Fyndhorn

Unaligned female Elf Shaman

56

Age

Height

Weight

Medium

Size

Melora

Deity

57000

Total XP

69000

Defenses

25	21	23	26
AC	FORT	REF	WILL

Conditional Bonuses

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

Current Conditions and Effects

Basic Attacks

Melee

Piercing Spear +3

13	1d8+4
Strength vs. AC	Damage

Ranged

Unarmed

9	1d4+2
Dexterity vs. AC	Damage

Languages

Common, Elven



Abilities

		Check
STR	Strength	12 8
CON	Constitution	12 8
DEX	Dexterity	14 9
INT	Intelligence	17 10
WIS	Wisdom	23 13
CHA	Charisma	9 6

Skills

Acrobatics	Dexterity	10
Arcana	Intelligence	10
Athletics	Strength	8
Bluff	Charisma	6
Diplomacy	Charisma	6
Dungeoneering	Wisdom	13
Endurance	Constitution	✓ 13
Heal	Wisdom	✓ 18
History	Intelligence	10
Insight	Wisdom	13
Intimidate	Charisma	6
Nature	Wisdom	✓ 20
Perception	Wisdom	✓ 20
Religion	Intelligence	10
Stealth	Dexterity	10
Streetwise	Charisma	6
Thievery	Dexterity	9

Hit Points

Max HP 104

(Bloodied 52)

Temp HP

Current Hit Points

Healing Surges

Surge Value

Surges/Day

26

8

Current Conditions:

Combat Statistics and Senses

Initiative

9

Conditional Modifiers:

Speed

7

Passive Insight

23

Passive Perception

32

Special Senses: Low-light

Elenora Fyndhorn

Player Name

Character Name



Character Details

Background

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Stag Helm (heroic tier)

Neck

Collar of Recovery +2

Arms

Bracers of Respite (paragon tier)

Hands

Gloves of the Healer (paragon...

Rings

Rings

Off Hand

Feral Spirit Totem +3

Main Hand

Piercing Spear +3

Waist

Armor

Magic Drowmesh +3

Feet

Boots of Spider Climbing

Tattoo

Ki Focus

Other Equipment

Potion of Healing (4)
Adventurer's Kit
Totem

Total Weight (lbs.)

54

Carrying Capacity (lbs.)

Treasure

179 pp; 15 gp
0 gp banked

Normal

120

Heavy

240

Max

600

Elenora Fyndhorn

Player Name

Character Name



Racial Features

Elven Accuracy

Use elven accuracy as an encounter power.

Elven Weapon Proficiency

Proficient with longbow and shortbow.

Fey Origin

Your origin is fey, not natural

Group Awareness

Non-elf allies within 5 get +1 to Perception.

Wild Step

Ignore difficult terrain when shifting (even when shifting multiple squares).

Class/Other Features

Companion Spirit

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

Healing Spirit

Gain the healing spirit power

Speak with Spirits

Gain the speak with spirits power

Stalker Spirit

Ally adjacent to spirit companion adds your Int mod to damage rolls against bloodied foes

Ghost Panther Action

When you take an action point action, enemies adjacent to spirit companion grant combat advantage.

Ghost Panther's Wisdom

+5 Stealth for you and allies while adjacent to spirit companion.

Feats

Shared Healing Spirit

Change recipient of additional hit points

Toughness

Gain 5 additional hit points, 10 at 11th, 15 at 21st

Strengthening Spirit

Allies adjacent to spirit companion gain temporary hp when you use healing spirit

Stalker Spirit Adept

Allies adjacent to spirit companion can shift as a free action

Light Step

Add 1 to overland speed of group; +1 to Acrobatics and Stealth; +5 to DC required to find or follow your group's tracks

Resilient Spirit

+2 to defenses for spirit companion

Elven Precision

+2 to reroll with elven accuracy

Retributive Spirit

-2 to defenses of creature that destroys spirit companion

Improved Second Wind

Heal 5 additional damage with second wind

Elenora Fyndhorn

Level 15 Elf Shaman

HP		SCORE	ABILITY	MOD	AC
104		12	STR	1	25
Spd		12	CON	1	Fort
7		14	DEX	2	21
Init		17	INT	3	Ref
+9		23	WIS	6	23
		9	CHA	-1	Will
					26

23 Passive Insight

32 Passive Perception

Player Name:

Skills

Acrobatics	Dexterity	10
Arcana	Intelligence	10
Athletics	Strength	8
Bluff	Charisma	6
Diplomacy	Charisma	6
Dungeoneering	Wisdom	13
Endurance	Constitution	• 13
Heal	Wisdom	• 18
History	Intelligence	10
Insight	Wisdom	13
Intimidate	Charisma	6
Nature	Wisdom	• 20
Perception	Wisdom	• 20
Religion	Intelligence	10
Stealth	Dexterity	10
Streetwise	Charisma	6
Thievery	Dexterity	9

• indicates a trained skill.

Action Point

Base action points: 1

Ghost Panther Action: When you spend an action point to take an extra action, each enemy adjacent to your spirit companion grants combat advantage to you and your allies until the end of your next turn.



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

Piercing Spear +3: +13 vs. AC, 1d8+4 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 (+1) damage.

Level 21: 2[W] + Str modifier (+1) damage.

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +9 vs. AC, 1d4+2 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 (+2) damage.

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

Additional Effects

Basic Attack

Defending Strike

At-Will ♦ Standard Action

Feral Spirit Totem +3: +16 vs. Reflex, 1d8+9 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 (+6) 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

Stalker's Strike

At-Will ♦ Standard Action

Feral Spirit Totem +3: +16 vs. Fortitude, 1d10+9 damage

Melee spirit 1 **Target:** One creature

As your spirit companion claws at your foe, the spirit is filled with predatory fury, becoming a greater threat to your enemies.

Keywords: Implement, Primal, Spirit

Attack: Wisdom vs. Fortitude. If the target is bloodied, you gain a bonus to the attack roll equal to one-half your Int modifier (+3).

Hit: 1d10 + Wis modifier (+6) damage. Until the end of your next turn, your spirit companion can flank with you and your allies.

Additional Effects

Shaman Attack 1

Spirits of Mountain Mist

Encounter ♦ Standard Action

Feral Spirit Totem +3: +16 vs. Reflex, 2d10+9 damage

Melee spirit 1 **Target:** One creature

A chilling mist streams from your spirit companion, coalescing around your enemies and allowing your allies to attack them more easily.

Keywords: Cold, Implement, Primal, Spirit

Attack: Wisdom vs. Reflex

Hit: 2d10 + Wis modifier (+6) cold damage. Until the end of your next turn, any ally who makes an area or a close attack that includes your spirit companion in the area of effect gains a +1 power bonus to the attack rolls of that attack.

Additional Effects

Shaman Attack 1

Used ☐

Spirit Hunt

Encounter ♦ Standard Action

Feral Spirit Totem +3: +16 vs. Reflex, 2d10+9 damage

Melee spirit 1 **Target:** One creature

Your spirit companion goes on the hunt, focusing entirely on its prey.

Keywords: Implement, Primal, Spirit

Attack: Wisdom vs. Reflex

Stalker Spirit: You gain a +2 power bonus to the attack roll if no creatures are within 3 squares of the target.

Hit: 2d10 + Wis modifier (+6) damage, or 3d10 + Wis modifier (+6) damage if no creatures are adjacent to the target.

Additional Effects

Shaman Attack 3

Used ☐

Predator Spirit

Encounter ♦ Standard Action

Feral Spirit Totem +3: +16 vs. Reflex, 2d6+9 damage

Ranged 10

Target: One creature

A panther spirit appears and rends your foe; then its bloodthirstiness flows through your spirit companion to weaken your enemies.

Keywords: Implement, Primal

Attack: Wisdom vs. Reflex

Hit: 2d6 + Wis modifier (+6) damage. Until the end of your next turn, bloodied enemies are weakened while adjacent to your spirit companion.

Additional Effects

Ghost Panther Attack 11

Used ☐

Hungry Spirit

Encounter ♦ Standard Action

Feral Spirit Totem +3: +16 vs. Will, 3d10+9 damage

Ranged 5

Target: One creature

Food for the spirits is sustenance for your friends.

Keywords: Healing, Implement, Primal

Attack: Wisdom vs. Will

Hit: 3d10 + Wis modifier (+6) damage. If this attack reduces the target to 0 hit points, an ally adjacent to your spirit companion regains hit points equal to one-half your level + your Wis modifier (+6).

Additional Effects

Shaman Attack 13

Used ☐

Wind of Pain and Succor

Daily ♦ Standard Action

Feral Spirit Totem +3: +16 vs. Will, 3d8+9 damage

Melee spirit 1

Target: One creature

A wind spirit twines around your spirit companion, allowing it to deliver a chilling strike against your foe or a restorative embrace to an ally.

Keywords: Cold, Healing, Implement, Primal, Spirit

Attack: Wisdom vs. Will

Hit: 3d8 + Wis modifier (+6) cold damage.

Miss: Half damage.

Effect: The first ally to regain hit points while adjacent to your spirit companion regains 1d8 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.

Additional Effects

Shaman Attack 5

Used ☐

Spirit of Autumn's...

Daily ♦ Standard Action

Feral Spirit Totem +3: +16 vs. Fortitude, 3d6+9 damage

Ranged 10

Target: One creature

A spirit of a robed figure swings its scythe to harvest the enemy's life, using that energy to heal you and your allies.

Keywords: Healing, Implement, Necrotic, Primal

Attack: Wisdom vs. Fortitude

Hit: 3d6 + Wis modifier (+6) necrotic damage, and the target gains vulnerable 5 to all damage (save ends).

Miss: Half damage, and the target gains vulnerable 2 to all damage (save ends).

Effect: You and each ally within 10 squares of you regain 5 hit points.

Additional Effects

Shaman Attack 9

Used ☐

Guardian of the Primal...

Daily ♦ Standard Action

Feral Spirit Totem +3: +16 vs. Fortitude, 4d8+9 damage

Ranged 5

Target: One creature

A spirit of the forest smashes your enemy with its mighty branches. For the moment, your foe's defenses are only as strong as the weakest.

Keywords: Implement, Primal

Attack: Wisdom vs. Fortitude

Hit: 4d8 + Wis modifier (+6) damage.

Miss: Half damage.

Effect: After the attack, the target's defenses all equal the lowest of its defenses (save ends).

Additional Effects

Shaman Attack 15

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. Level 11: 3d6 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: Conjuraton, 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 Fangs

At-Will ♦ Opportunity Action

Feral Spirit Totem +3: +16 vs. Reflex, 1d10+9 damage

Melee spirit 1

Target: The triggering enemy

When an enemy drops its guard, your spirit companion leaps on it, claws and fangs bared.

Keywords: Implement, Primal, Spirit

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

Attack: Wisdom vs. Reflex

Hit: 1d10 + Wis modifier (+6) damage.

Additional Effects

Shaman Feature

Elven Accuracy

Encounter ♦ Free Action

Personal

With an instant of focus, you take careful aim at your foe and strike with the legendary accuracy of the elves.

Trigger: You make an attack roll and dislike the result.

Effect: Reroll the attack roll. Use the second roll, even if it's lower.

Elven Precision: When you use the elven accuracy power, you gain a +2 bonus to the new attack roll.

Additional Effects

Elf 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 (+6).

Additional Effects

Shaman Feature

Used ☐

Great Cat's Dodge

Encounter ♦ Immediate Interrupt

Personal

Your eyes shine yellow like those of a great cat as you leap away from an enemy attack.

Keyword: Primal

Trigger: An attack misses you

Effect: You shift 3 squares.

Additional Effects

Ghost Panther Utility 12

Used ☐

Spirit of Life

Daily ♦ Standard Action

Unarmed:

Close burst 10

Target: One ally in the burst

The spirit of a golden owl alights on your ally's shoulder and flutters off, carrying with it that friend's aches and wounds.

Keywords: Healing, Primal

Effect: The target regains hit points as if he or she had spent a healing surge.

Additional Effects

Shaman Utility 2

Used ☐

Spirit of the Keeper

Daily ♦ Minor Action

Unarmed:

Close burst 5

Target: One creature in the burst

A protective ancestor spirit appears and lays a healing hand on your ally. The spirit's warding power flows into your spirit companion, helping it defend your allies from attack.

Keywords: Healing, Primal

Effect: The target can spend a healing surge and regain 1d6 additional hit points. Until the end of the encounter, any ally adjacent to your spirit companion doesn't grant combat advantage.

Additional Effects

Shaman Utility 6

Used ☐

Shield of the Immortal...

Daily ♦ Minor Action

Personal

You awaken the slumbering spirits of the forest to protect your allies from harm.

Keyword: Primal

Effect: Until the end of the encounter, you and your allies gain a +2 power bonus to all defenses while within 5 squares of your spirit companion. In addition, when an enemy hits an ally within 10 squares of you, you can use an immediate interrupt to end this effect and grant that ally a +6 bonus to all defenses against the attack.

Additional Effects

Shaman Utility 10

Used ☐

Piercing Spear +3

Weapon ♦ Level 12

Damage: 1d8

Proficiency Bonus: 2

Properties: Versatile

Enhancement: +3 attack rolls and damage rolls

Critical: +1d6 damage per plus

Power ♦ Daily (Free Action)

Use this power when you hit a target with this weapon. The target takes ongoing damage equal to your Dexterity modifier + this weapon's enhancement bonus (save ends).

Collar of Recovery +2

Neck Slot Item ♦ Level 9

Enhancement: +2 Fortitude, Reflex, and Will

Properties

Gain extra hit points equal to this item's enhancement bonus when you spend a healing surge to regain hit points.

Feral Spirit Totem +3

Totem ♦ Level 13

Enhancement: +3 attack rolls and damage rolls

Critical: +1d6 damage per plus to the target or to one enemy adjacent to your spirit companion

Power ♦ Daily (Free Action)

Trigger: You bloody an enemy with a primal ranged attack power using this totem.

Effect: One enemy adjacent to your spirit companion takes 1d6 damage per plus.

Potion of Healing

Consumable ♦ Level 5

Power (Healing) ♦ **Consumable** (Minor Action)

Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

Boots of Spider Climbing

Feet Slot Item ♦ Level 5

Properties

When you make an Athletics check to climb, you can climb at your normal speed instead of one-half speed.

Power ♦ Daily (Move Action)

On this move action, you move with a climb speed equal to your speed.

Gloves of the Healer...

Hands Slot Item ♦ Level 12

Properties

When you use a power that lets one or more creatures spend a healing surge to regain hit points, one target regains an extra 1d6 hit points.

Power (Healing) ♦ Daily (Standard Action)

Spend a healing surge. An adjacent ally regains hit points equal to the value of the healing surge you lost.

Bracers of Respite (paragon...

Arms Slot Item ♦ Level 12

Power (Healing) ♦ Daily (Free Action)

Use this power when an ally adjacent to you regains hit points. You or one other ally adjacent to you regains 2d8 hit points.

Magic Drowmesh +3

Armor ♦ Level 11

Armor Bonus: 2

Special: +1 Reflex

Enhancement: +3 AC

Stag Helm (heroic tier)

Head Slot Item ♦ Level 5

Properties

Gain a +2 item bonus to passive Perception checks. Also, you can take a minor action during a round when you are surprised.