

DUNGEONS & DRAGONS

Character Sheet

Player Name /RPGA Number Derek 4205317556

2

Level

Tak-tha

Thri-Kreen Shaman

Medium

Age Height Weight Size Deity

0

Total XP Next Level at: 3750

Defenses

16	13	14	16
AC	FORT	REF	WILL

Conditional Bonuses:

Hit Points

Max HP (Bloodied 14)	29
Temp HP	

Current Hit Points

Healing Surges

Surge Value Surges/day

7	8
----------	----------

Surges Left

Current Conditions:

Combat Statistics and Senses

Initiative

Conditional Modifiers

2

Speed

Special Movement

7

Passive Insight

22

Passive Perception

20

Special Senses
Low-light

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

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------

Saving Throw Mods 0

Resistances

Current Conditions and Effects

Basic Attacks

Melee

Unarmed

1	1d4
----------	------------

Strength vs. AC

Damage

Ranged

Unarmed

2	1d4+1
----------	--------------

Dexterity vs. AC

Damage

Language(s) known

Common, Thri-Kreen

Portrait



Ability	Score	Check
STR Strength	11	1
CON Constitution	12	2
DEX Dexterity	13	2
INT Intelligence	16	4
WIS Wisdom	18	5
CHA Charisma	8	0

Skills

Skill	Assoc. Ability	Trained	Score
Acrobatics	Dexterity		2
Arcana	Intelligence		4
Athletics	Strength		3
Bluff	Charisma		0
Diplomacy	Charisma		0
Dungeoneering	Wisdom		5
Endurance	Constitution		2
Heal	Wisdom	✓	10
History	Intelligence		4
Insight	Wisdom	✓	12
Intimidate	Charisma		0
Nature	Wisdom	✓	12
Perception	Wisdom	✓	10
Religion	Intelligence		4
Stealth	Dexterity		2
Streetwise	Charisma		0
Thievery	Dexterity		2

Derek

Player Name

Tak-tha

Character Name



Racial Features

Multiple Arms

Draw or sheathe a weapon as free action 1/turn

Natural Jumper

You are always considered to have a running start when jumping

Torpor

Enter aware torpid state 4 hours instead of sleep

Thri-kreen Claws

Gain the thri-kreen claws power

Athletics Bonus

Nature Bonus

Class/Other Features

Companion Spirit

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

Stalker Spirit

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

Healing Spirit

Gain the healing spirit power

Speak with Spirits

Gain the speak with spirits power

Feats

Shared Healing Spirit

Change recipient of additional hit points

Stalker Spirit Adept

Allies adjacent to spirit companion can shift as a free action

Derek

Player Name

Tak-tha

Character Name



Character Details

Adventuring Company

Dark Sun

Theme

Elemental Priest (Theme)

Background

Last of the Clutch

Personality Traits

Companions and Allies

Mannerisms and Appearance

Session and Campaign Notes

Other Notes

Equipment

Head Slot

Neck Slot

Arm Slot

Hand Slot

Ring Slot

Ring Slot

Off Hand Slot

Main Hand

Waist Slot

Body Slot

Tattoo Slot

Feet Slot

Ki Slot

Other Equipment

Totem
Adventurer's Kit
Distillation Kit
Filter mask
Fire Kit

Total Weight (lbs.)

70

Carrying
Capacity (lbs.)

Coins and Other Wealth

3 Gold

Normal 110

Heavy 220

Max 550

Melee Basic Attack

At-Will ♦ Standard action

Unarmed: +1 vs. AC, 1d4 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

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

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

Additional Effects

Basic Attack

Spirit of Athas

Encounter ♦ Minor Action

Magic Totem +1: +6 vs. , 1d10+5 damage

Ranged 5

A spirit appears, defending you and your allies with its body.

Keywords: Conjuration, Implement, Primal

Effect: You conjure a spirit of Athas. You and your allies gain a +1 power bonus to all defenses while adjacent to it. As a standard action, you can dismiss the spirit and make the following melee 1 attack from the spirit's square.

Target: One enemy

Attack: Primary ability vs. Reflex

Hit: 1d10 + ability modifier damage, and the target takes a -2 penalty to attack rolls and all defenses until the end of your next turn.

Additional Effects

Elemental Priest Feature

Used ☐

Thri-kreen Claws

Encounter ♦ Minor Action

Unarmed: +8 vs. AC, Dexterity + 3 vs. AC, or Wisdom + 3 vs. AC

Level 11: Strength + 6 vs. AC, Dexterity + 6 vs. AC, or Wisdom + 6 vs. AC

Level 21: Strength + 9 vs. AC, Dexterity + 9 vs. AC, or Wisdom + 9 vs. AC, 1d8+4 damage

Melee 1

Target: One, two, or three enemies

You quickly lash out with all your claws, tearing at nearby enemies.

Attack: Strength + 3 vs. AC, Dexterity + 3 vs. AC, or Wisdom + 3 vs. AC

Hit: 1d8 + Str modifier (+0), Dex modifier (+1), or Wis modifier (+4) damage. You gain a bonus to the damage roll equal to the number of targets.

Additional Effects

Thri-Kreen Racial Power

Used ☐

Spirit's Fangs

At-Will ♦ Opportunity Action

Magic Totem +1: +6 vs. Reflex, 1d10+5 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 (+4) damage.

Additional Effects

Shaman Feature

Stalker's Strike

At-Will ♦ Standard action

Magic Totem +1: +6 vs. Fortitude. If the target is bloodied, you gain a bonus to the attack roll equal to one-half your Intelligence modifier., 1d10+5 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 (+4) damage. Until the end of your next turn, your spirit companion can flank with you and your allies.

Additional Effects

Shaman Attack 1

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

Healing Spirit

Encounter (Special) ♦ Minor Action

Unarmed: +1 vs. , damage

Close burst 5

Target: You or one ally in 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 ☐

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 ☐

Voice of Battle

At-Will ♦ Standard action

Magic Totem +1: +6 vs. Will, 1d6+5 damage

Melee spirit 1

Target: One creature

You voice a battle cry through your spirit companion, which hammers into your enemy and spurs an ally into motion.

Keywords: Implement, Primal, Psychic, Spirit

Attack: Wisdom vs. Will

Hit: 1d6 + Wis modifier (+4) psychic damage.

Effect: One ally within 2 squares of your spirit companion can shift 2 squares as a free action.

Additional Effects

Shaman Attack 1

Twin Panthers

Encounter ♦ Standard action

Magic Totem +1: +6 vs. Reflex, 1d8+5 damage

Ranged 5

Target: One creature

Two panther spirits leap on your foes, and the panthers channel their predatory instincts through your spirit companion so that it menaces nearby enemies.

Keywords: Implement, Primal

Attack: Wisdom vs. Reflex

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

Hit: 1d8 + Wis modifier (+4) 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.

Additional Effects

Shaman Attack 1

Used ☐

Spirit of Consuming...

Daily ♦ Standard action

Magic Totem +1: +6 vs. Will, 2d6+5 damage

Melee spirit 1

Target: One creature

The form a spirit takes is a habit of mind. You overcome that habit and morph your spirit companion into a terrifying form, which you send against your foe.

Keywords: Fear, Implement, Primal, Psychic, Spirit

Attack: Wisdom vs. Will

Hit: 2d6 + Wis modifier (+4) psychic damage.

Effect: Until the end of your next turn, the target takes a -2 penalty to attack rolls against allies that are adjacent to your spirit companion.

Sustain Standard: Repeat the attack against the same or a different target.

Additional Effects

Shaman Attack 1

Used ☐

Far Hearing

At-Will ♦ Minor Action

Personal

For a moment, you can hear even distant whispers.

Keyword: Psionic

Effect: Choose one square you can see that is within 10 squares of you. Until the end of your next turn, you can hear as if you occupied that square.

Additional Effects

Wild Talent Cantrip

Spirit of Life

Daily ♦ Standard action

Unarmed: +1 vs. , damage

Close burst 10

Target: One ally in 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 ☐

Magic Totem +1

Totem ♦ Level 1

Enhancement: +1 attack rolls and damage rolls

Critical: +1d6 damage