

Lady Sylvana

Level 6 Eladrin Shaman

| | SCORE | ABILITY | MOD | |
|-------------|-----------|------------|----------|-------------|
| HP | 11 | STR | 0 | AC |
| 51 | | | | 20 |
| | 14 | CON | 2 | Fort |
| Spd | 12 | DEX | 1 | 17 |
| 6 | 16 | INT | 3 | Ref |
| | 17 | WIS | 3 | 17 |
| Init | 12 | CHA | 1 | Will |
| +4 | | | | 19 |

16 Passive Insight

21 Passive Perception

Skills

| | | |
|---------------|--------------|------|
| Acrobatics | Dexterity | 4 |
| Arcana | Intelligence | • 13 |
| Athletics | Strength | • 8 |
| Bluff | Charisma | 4 |
| Diplomacy | Charisma | 4 |
| Dungeoneering | Wisdom | 6 |
| Endurance | Constitution | • 10 |
| Heal | Wisdom | 6 |
| History | Intelligence | 8 |
| Insight | Wisdom | 6 |
| Intimidate | Charisma | 4 |
| Nature | Wisdom | • 13 |
| Perception | Wisdom | • 11 |
| Religion | Intelligence | 6 |
| Stealth | Dexterity | 4 |
| Streetwise | Charisma | 4 |
| Thievery | Dexterity | 4 |

• 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

Player Name:

Melee Basic Attack

At-Will ♦ Standard Action

Unarmed: +3 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

+1 to attack rolls against bloodied creatures - Impending Victory.

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +4 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

+1 to attack rolls against bloodied creatures - Impending Victory.

Basic Attack

Stalker's Strike

At-Will ♦ Standard Action

Hungry Spirits Totem +2: +9 vs. Fortitude, 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 (+3) damage. Until the end of your next turn, your spirit companion can flank with you and your allies.

Additional Effects

+1 to attack rolls against bloodied creatures - Impending Victory.

Shaman Attack 1

Wrath of Winter

At-Will ♦ Standard Action

Hungry Spirits Totem +2: +9 vs. Fortitude, 1d10+5 damage

Ranged 5 **Target:** One creature

Winter spirits surround your enemy, ripping into it with spectral fangs and claws and calling your spirit companion to join the fray.

Keywords: Cold, Implement, Primal, Teleportation

Attack: Wisdom vs. Fortitude

Hit: 1d10 + Wis modifier (+3) cold damage. You can teleport your spirit companion to a space adjacent to the target.

Additional Effects

+1 to attack rolls against bloodied creatures - Impending Victory.

Shaman Attack 1

Twin Panthers

Encounter ♦ Standard Action

Hungry Spirits Totem +2: +9 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 (+3) 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 Slaving Bloodlust

Encounter ♦ Standard Action

Hungry Spirits Totem +2: +11 vs. Fortitude, 2d8+5 damage

Melee spirit 1 **Target:** One creature

Your spirit companion slavers at the scent of blood, and its feral frenzy spreads to your allies.

Keywords: Implement, Primal, Spirit

Attack: Wisdom vs. Fortitude. If the target is bloodied, you gain a +2 bonus to the attack roll.

Hit: 2d8 + Wis modifier (+3) damage. Until the end of your next turn, any ally adjacent to your spirit companion gains a +2 power bonus to attack rolls and damage rolls against bloodied creatures.

Watcher Spirit: The bonus to attack rolls and damage rolls equals your Dex modifier (+1).

Additional Effects

Shaman Attack 3

Used