



# NAVAH

## FEMALE DEVA SHAMAN

### LEVEL 3 UNALIGNED



“By letting go of the astral, I have become one with the spirits.”

<i>Ability Score</i>	<i>Value</i>	<i>Modifier + ½ level</i>		
<b>STRENGTH</b>	<b>11</b>	<b>+1</b>	<b>ARMOR CLASS</b>	<b>18</b>
<b>CONSTITUTION</b>	<b>13</b>	<b>+2</b>	<b>FORTITUDE DEFENSE</b>	<b>14</b>
<b>DEXTERITY</b>	<b>10</b>	<b>+1</b>	<b>REFLEX DEFENSE</b>	<b>15</b>
<b>INTELLIGENCE</b>	<b>16</b>	<b>+4</b>	<b>WILL DEFENSE</b>	<b>17</b>
<b>WISDOM</b>	<b>18</b>	<b>+5</b>	<b>INITIATIVE</b>	<b>+1</b>
<b>CHARISMA</b>	<b>12</b>	<b>+2</b>	<b>SPEED (SQUARES)</b>	<b>6</b>
<b>HIT POINTS</b>	<b>35</b>	<b>HEALING SURGE HP HEALED</b>	<b>8</b>	<b>SECOND WIND</b> <input type="checkbox"/>
<b>BLOODIED</b>	<b>17</b>	<b>HEALING SURGES/DAY</b>	<b>8</b>	(Use second wind up to 1/encounter)

<i>Current Hit Points</i>	<i>Current Surge Uses</i>
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<i>Basic Attack Name</i>	<i>Attack Bonus</i>	<i>Damage</i>	<i>Range/Properties</i>
Longspear	+3 vs. AC	1d10	Reach
Crossbow	+3 vs. AC	1d8	Range 15/30, load minor

### FEATS

- Auspicious Lineage
- Radiant Power (-2 attack for +2 damage with implement)

### SKILLS (For skills not listed, bonus is ability modifier + 1)

Passive Insight	15
Passive Perception	15
Heal	+10
History	+11
Nature	+10
Insight	+5
Perception	+5
Religion	+11

### EQUIPMENT

+1 summer growth totem, +1 leather armor, +1 amulet of protection, longspear, crossbow, 20 bolts, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

### RACE AND CLASS FEATURES

- Astral Majesty (+1 to all defenses against bloodied foes)
- Astral Resistance (resist 6 necrotic, resist 6 radiant)
- Immortal Origin (considered immortal for effects)
- Memory of a Thousand Lifetimes (see back)
- Stalker Spirit Boon (any ally adjacent to your spirit companion gains +3 damage against bloodied foes)
- Stalker Spirit (can use *spirit's fangs* and *stalker's strike*)
- Healing Spirit (can use *healing spirits*; see back)
- Speak with Spirits (can use *speak with spirits*; see back)
- Companion Spirit (can use *call spirit companion*; see back)

Languages: Common, Elven, and Goblin  
Normal Vision

Level-based bonuses, feat bonuses, magic item bonuses, and some race and class features have already been added and are not otherwise called out on this sheet.

# POWERS

## Call Spirit Companion Shaman Feature

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

**At-Will** ♦ Conjuraton, Primal

**Minor Action** Close burst 20

**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 11 or more damage to the spirit, the spirit disappears, and you take 6 damage. Otherwise, the spirit is unaffected by the attack.

## Spirit's Fangs Shaman Feature

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

**At-Will** ♦ Implement, Primal, Spirit

**Opportunity Action** Melee spirit 1

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

**Target:** The triggering enemy

**Attack:** +6 vs. Reflex

**Hit:** 1d10 + 5 damage.

## Defending Strike Shaman Attack 1

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

**At-Will** ♦ Implement, Primal, Spirit

**Standard Action** Melee spirit 1

**Target:** One creature

**Attack:** +6 vs. Reflex

**Hit:** 1d8 + 5 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.

## Stalker's Strike Shaman Attack 1

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

**At-Will** ♦ Implement, Primal, Spirit

**Standard Action** Melee spirit 1

**Target:** One creature

**Attack:** +6 vs. Fortitude. If the target is bloodied, you gain a +1 bonus to the attack roll.

**Hit:** 1d10 + 5 damage. Until the end of your next turn, your spirit companion can flank with you and your allies.

## Memory of a Thousand Lifetimes Deva Racial Power

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

**Encounter**

**No Action** Personal

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

**Effect:** You add 1d8 to the triggering roll.

## Healing Spirit Shaman Feature

You call to the spirits on behalf of a wounded ally, closing wounds.

**Encounter (Special)** ♦ Healing, Primal

**Minor Action** Close burst 5

**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.

**Special:** You can use this power twice per encounter, but only once per round.

## Twin Panthers Shaman Attack 1

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

**Encounter** ♦ Implement, Primal

**Standard Action** Ranged 5

**Target:** One creature

**Attack:** +6 vs. Reflex (+9 against a bloodied target)

**Hit:** 1d8 + 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.

## Bonds of the Clan Shaman Utility 2

You take on a portion of your ally's injury.

**Encounter** ♦ Primal

**Immediate Interrupt** Ranged 10

**Trigger:** An ally within 10 squares of you takes damage

**Target:** The triggering ally

**Effect:** You and the target each take half of the damage.

## Rimefire Spirit Shaman Attack 3

A spirit of ice and flame freezes and burns your foe, and the spirit's energies emanate from your spirit companion, making nearby enemies vulnerable to further attacks.

**Encounter** ♦ Cold, Fire, Implement, Primal

**Standard Action** Ranged 5

**Target:** One creature

**Attack:** +6 vs. Will

**Hit:** 2d6 + 5 cold and fire damage. Until the end of your next turn, any enemy adjacent to your spirit companion gains vulnerable 5 cold and vulnerable5 fire.

## Cleansing Wind of the North Shaman Attack 1

You call on the spirits of the frigid north to bite into your enemies and to carry away your allies' ills.

**Daily** ♦ Cold, Implement, Primal

**Standard Action** Close blast 5

**Target:** Each enemy in blast

**Attack:** +6 vs. Fortitude

**Hit:** 1d10 + 5 cold damage.

**Miss:** Half damage.

**Effect:** Each ally in the blast makes a saving throw with a +5 power bonus.

## +1 Summer Growth Totem Totem Level 3+

Summer brings growth, and the primal energy channeled through this item helps spawn vines that hinder your foes.

**Critical:** +1d6 damage, and the target is restrained until the end of your next turn.

**Power (Daily):** Minor Action. Each square within 5 squares of you is difficult terrain for your enemies until the end of your next turn.