

Player Name

Character Name <i>Ratha Twice-Slain</i>	Level <i>11</i>	Class <i>Witch Doctor</i>	Paragon Path <i>Fang of the Wild</i>	Epic Destiny <i>Bone Witch</i>	Total XP <i>26,000</i>
Race <i>(Human)</i>	Size <i>Medium</i>	Age <i>Male?</i>	Height <i>6'2"</i>	Weight <i>168 lbs</i>	Alignment <i>Unaligned</i>
			Deity	Adventuring Company	RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
<i>+9</i> Initiative	<i>+2</i>	<i>+5</i>	<i>+2</i>
CONDITIONAL MODIFIERS			

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
<i>24</i> AC	<i>15</i>	<i>4</i>	<i>2</i>	<i>0</i>	<i>3</i>	<i>0</i>	<i>0</i>	
CONDITIONAL BONUSES								

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
<i>6</i> Speed (SQUARES)	<i>6</i>			
SPECIAL MOVEMENT				

ABILITY SCORES

SCORE	ABILITY	ABILITY MOD	MOD + 1/2 LVL
<i>12</i> STR	STRENGTH	<i>+1</i>	<i>+6</i>
<i>19</i> CON	CONSTITUTION	<i>+4</i>	<i>+9</i>
<i>14</i> DEX	DEXTERITY	<i>+2</i>	<i>+7</i>
<i>11</i> INT	INTELLIGENCE	<i>+0</i>	<i>+5</i>
<i>11</i> WIS	WISDOM	<i>+0</i>	<i>+5</i>
<i>20</i> CHA	CHARISMA	<i>+5</i>	<i>+10</i>

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL
<i>17</i> Passive Insight		<i>10</i>	<i>+7</i>
<i>19</i> Passive Perception		<i>10</i>	<i>+9</i>

SPECIAL SENSES

Low Light Vision

ATTACK WORKSPACE

ABILITY: <i>Medicine Stick (Spear)</i>	ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
	<i>+15</i>	<i>+5</i>	<i>+5</i>		<i>+2</i>		<i>+3</i>	
ABILITY: <i>Sling</i>	ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
	<i>+9</i>	<i>+5</i>	<i>+2</i>		<i>+2</i>			

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	SURGE VAL	SURGES/DAY
<i>78</i>	<i>39</i>	<i>19+1</i>	<i>12</i>	
	1/2 HP	1/4 HP		

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

Relentless: +5 to death saves

RESISTANCES

*Resist 10 necrotic
Vulnerable 5 radiant*

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	<i>0</i>	<i>1</i>
	<i>2</i>	<i>3</i>

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

Make 1 melee basic attack as a free action

RACE FEATURES

*The Dead Rise - Stand up as minor action**Resist 10 necrotic / Vuln. 5 radiant**Relentless: +5 to death saves**Shroudborn origin**Horrid Wrath Encounter Power*

CLASS/PATH/DESTINY FEATURES

*Evil Eye (class power)**Ritual Casting**Mask of the Wild:*** Feral Rebuke (no language penalty when intimidating a beast)*** Skill Training (Nature)*** Alertness bonus feat**Fang of the Wild:*** Baring the Fang - Use Cha modifier for melee basic attack; use half Cha modifier as class bonus to AC in light armor*** Biting Deep - When spend an action to take another action, make melee basic attack as free action*

LANGUAGES KNOWN

*Common
Giant*

DAMAGE WORKSPACE

ABILITY: <i>Medicine Stick (Spear)</i>	DAMAGE	ABIL	FEAT	ENH	MISC	MISC
	<i>1d8+8</i>	<i>*immobilize on crit (save)</i>	<i>+5</i>	<i>+3</i>		
ABILITY: <i>Sling</i>	DAMAGE	ABIL	FEAT	ENH	MISC	MISC
	<i>1d6+2</i>	<i>+2</i>				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
<i>+15</i>	vs <i>AC</i>	<i>Medicine Stick</i>	<i>1d8+8 *</i>
<i>+9</i>	vs <i>AC</i>	<i>Sling</i>	<i>1d6+2</i>
	vs		
	vs		

** On Crit: Target immobilized (save ends)*

FEATS

*Alertness (+2 Perception, no combat advantage when surprised)**Command of Poison (+2 damage w/ Poison)**Heart of the Beast (+1 to healing surge value, +2 initiative)**Lingering Horror (Horrid Wrath power also inflicts ongoing 5 necrotic, save ends)**Bitter Toxin (+1 to ongoing poison damage)**Jack of All Trades (+2 in untrained skills)**Toughness (+10 HP)**The Wicked Eye (Target of Evil Eye power takes -1 penalty on reroll save)*

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Serpent Strike

Tremor Strike

ENCOUNTER POWERS

Horried Wrath (Race)

Evil Eye (2/encounter)

Shadow Curtain

Toad's Breath

Curse of the Mask

Deep Bite (Fang of the Wild)

DAILY POWERS

Earthbite

Hands of Earth

Disjointing Strike

UTILITY POWERS

Repel Earth (Daily)

Resounding Response (Enc.)

Pillars of Storm (Daily)

RITUALS/ALCHEMY

Bind Medicine

Creations of Spirit

Feed Mask

Raise Dead

Silence

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

WEAPON

WEAPON

WEAPON

WEAPON

ARMOR

ARMS

FEET

HANDS

HEAD

NECK

RING

RING

WAIST

Medicine Stick of the

Wilting Lotus +3

Leather Armor +3

Dwarven Greaves (PHB 246)

Amulet of Protection

Ironskin Belt (PHB 253)

Potions of Healing (5)

Daily Item Powers Per Day

Heroic (1-10)

Paragon (11-20)

Epic (21-30)

Milestone

Milestone

Milestone

OTHER EQUIPMENT

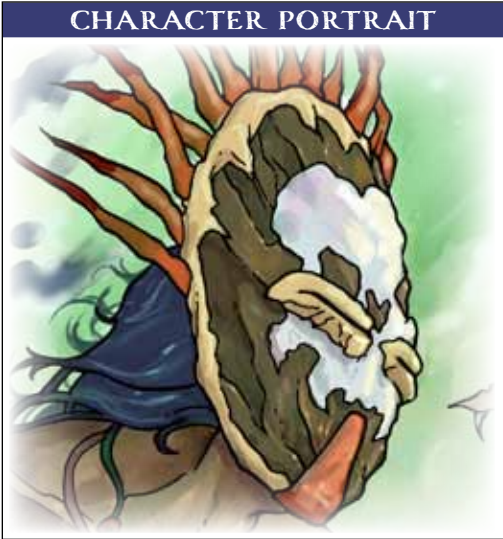
Sling and 20 stones

Adventurer's Kit

Ritual components for:

Silence (1)

Raise Dead (1)



PERSONALITY TRAITS

MANNERISMS & APPEARANCE

CHARACTER BACKGROUND

COMPANIONS & ALLIES

SESSION AND CAMPAIGN NOTES

COINS AND OTHER WEALTH

Evil Eye

Witch Doctor Feature

Just when an enemy is about to shake off an effect, you lay a whammy on him.

Encounter (Special) ♦ Primal

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.

Immediate Interrupt **Close** burst 10

Trigger: An enemy within the burst makes a successful saving throw

Target: The enemy making the saving throw

Effect: The enemy must reroll the saving throw.

Wicked Eye: Target takes -1 penalty on rerolled save

Serpent Strike

Witch Doctor Attack 1

A phantom snake launches from your medicine stick and sinks its fangs into an enemy.

At-Will ♦ Implement, Poison, Primal

Standard Action **Ranged** 10

Target: One creature

Attack: Charisma vs. Reflex

Hit: 1 point of poison damage and ongoing 5 poison damage (save ends).

Increase ongoing damage to 10 at 21st level.

Mask of the Wild: Initial damage is equal to your Constitution modifier.

For me: +13 vs. Reflex; 6 points of poison damage, ongoing 6 poison damage (save ends).

On a crit, target is immobilized (save ends).

Tremor Strike

Witch Doctor Attack 1

You strike the ground with your staff and send a twisting shock-wave through your enemies.

At-Will ♦ Implement, Primal

Standard Action **Close** wall 5

Target: Each creature in wall

Attack: Charisma vs. Fortitude

Hit: 1d6 + Charisma modifier damage.

Increase damage to 2d6 + Charisma modifier damage at 21st level.

For me: +13 vs. Fortitude; 1d6+5 damage.

On a crit, target is immobilized (save ends).

Shadow Curtain

Witch Doctor Attack 1

You summon a wave of shadow, freezing your enemies.

Encounter ♦ Cold, Implement, Primal

Standard Action **Area** wall 5 within 5 squares

Target: Each creature in wall

Attack: Charisma vs. Fortitude

Hit: 1d8 + Charisma modifier cold damage, and the target is slowed (save ends).

For me: +13 vs. Fortitude; 1d8+5 cold damage, and target is immobilized (save ends) instead of slowed (due to medicine stick).

On a crit, target is immobilized (save ends).

Earthbite

Witch Doctor Attack 1

Jagged rocks jut up from under your enemy's feet.

Daily ♦ Implement, Primal

Standard Action **Area** burst 1 within 10 squares

Target: Each enemy in burst

Attack: Charisma vs. Reflex

Hit: 2d6 + Charisma modifier damage, and the target is knocked prone.

Miss: Half damage.

Effect: Squares in the area of the burst become difficult terrain until the end of the encounter.

For me: +13 vs. Reflex; 2d6+5 damage

On a crit, target is immobilized (save ends).

Toad's Breath

Witch Doctor Attack 3

You take a deep breath and unleash a cloud of noxious green fog.

Encounter ♦ Implement, Poison, Primal

Standard Action **Close** wall 10

Target: Each creature in wall

Attack: Charisma vs. Fortitude

Hit: 1d8 + Charisma modifier poison damage and ongoing 5 + Charisma modifier poison damage (save ends).

Mask of the Wild: You target only enemies in the wall.

For me: Targets enemies only; +13 vs. Fortitude; 1d8+7 poison damage and ongoing 11 poison damage (save ends).

On a crit, target is immobilized (save ends).

Hands of Earth

Witch Doctor Attack 5

Hands of stone reach up to harry your enemies.

Daily ♦ Implement, Primal, Zone

Standard Action Area burst 2 within 10 squares

Target: Each enemy in burst

Attack: Charisma vs. Reflex

Hit: 1d8 + Charisma modifier damage.

Effect: The burst creates a zone of grasping stone hands. Each enemy that starts its turn within the zone is slowed until the beginning of its next turn. The zone lasts until the end of your next turn.

Sustain Move: The zone persists.

For me: +13 vs. Reflex; 1d8+5 damage.

On a crit, target is immobilized (save ends).

Curse of the Mask

Witch Doctor Attack 7

A ghostly version of your mask appears on the target's face. You steal his vision and channel spells through him.

Encounter ♦ Implement, Primal

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 1d12 + Charisma modifier damage. The target is blinded, and you can establish line of sight and line of effect from the target (save ends both).

For me: +13 vs. Will; 1d12+5 damage. Don't forget the Evil Eye to prolong the effect!

On a crit, target is immobilized (save ends).

Disjuncting Strike

Witch Doctor Attack 9

Lightning strikes the enemy, and a powerful curse disrupts their concentration.

Daily ♦ Implement, Lightning, Primal

Standard Action Ranged 10

Target: One enemy

Attack: Charisma vs. Reflex

Hit: 2d8 + Charisma modifier lightning damage. The target can take no actions until the end of your next turn.

Miss: Half damage, and the target is slowed until the end of your next turn.

For me: +13 vs. Reflex; 2d8+5 lightning damage. Thanks to the medicine stick, miss effect is immobilized instead of slowed.

On a crit, target is immobilized (save ends).

Deep Bite

Fang of the Wild Attack 11

You drive your medicine stick deep into your foe.

Encounter ♦ Primal, Weapon

Standard Action Melee weapon

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage and ongoing 10 damage (save ends).

For me: +15 vs. AC; 1d8+8 damage.

On a crit, target is immobilized (save ends).

Repel Earth

Witch Doctor Utility 2

You drive your staff into the ground and push, sliding away as you hover a few inches off the ground.

Daily ♦ Implement, Primal

Move Action Personal

Effect: You shift 6 squares, ignoring difficult terrain. You do not fall for the duration of this move, so long as you end your move on solid ground.

Resounding Response

Witch Doctor Utility 6

As you are struck, the blow resounds like thunder upon your attacker.

Encounter ♦ Implement, Primal, Thunder

Immediate Reaction Personal

Trigger: You are hit by a melee attack

Target: The creature that hit you

Effect: The target is dazed until the end of its next turn.

Mask of the Wild: You push the target 1 square.

For me: Push the target 1 square.

Pillars of Storm

Witch Doctor Utility 10

You call down columns of lightning that tower over the battlefield.

Daily ♦ Implement, Lightning, Primal

Standard Action Close burst 5

Target: Any two unoccupied squares in the burst.

Effect: Pillars of lightning occupy the squares. They block line of sight and cast bright light out to a radius of 5 squares. Any creature that enters a square occupied by one of the pillars takes 4d6 lightning damage. Each pillar lasts until the end of your next turn or until it deals damage.

Sustain Minor: The pillars persist until they deal damage.

Mask of the Elements: Create a number of pillars of lightning equal to your Intelligence modifier.

For me: Two pillars only (my mask is of the Wild).

Horrific Wrath

Racial Power

Your wounds overcome your living mind, and the undead brute within breaks free.

Encounter

Immediate Reaction Personal

Trigger: You become bloodied by an attack.

Effect: Add your Constitution modifier as necrotic damage to your attacks until the end of your next turn. You are at -2 to your defenses vs. any fear attacks or abilities while this power is in effect.

For me: +4 necrotic damage to my attacks.

Lingering Horror: Power also grants ongoing 5 necrotic damage (save ends) on attacks made.

Medicine Stick of the Wilting Lotus

Level 12

This slender spear saps the energy from its victims.

Lvl 12 +3 13,000 gp

Implement (Medicine Stick)

Enhancement: Attack rolls and damage rolls

Critical: The target is immobilized (save ends)

Property: Whenever an attack with this weapon causes the slowed condition, the target is immobilized instead (save ends).

Special: A medicine stick can be used as a weapon and is treated as a spear. It adds its enhancement bonus to attack rolls and damage rolls when used in this manner. You do not gain your weapon proficiency bonus to the attack roll when using a medicine stick as an implement.

For me: The critical effect applies to nearly all of my attacks!

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