

DUNGEONS & DRAGONS

PAK'CHA

FEMALE THRI-KREEN ANIMIST SHAMAN (ELEMENTAL PRIEST) / LEVEL 1 / UNALIGNED

"The spirits of the wind, sand, and earth will protect us."

ABILITY SCORES MOD

STR	10	+0
CON	14	+2
DEX	12	+1
INT	11	+0
WIS	20	+5
CHA	8	-1

DEFENSES

AC	14
FORT	13
REF	11
WILL	16

INITIATIVE

INITIATIVE	+1
SPEED (in squares)	7
VISION	low-light
LANGUAGES	Common, Thri-kreen
SENSSES	Passive Insight 20, Passive Perception 20

TRAINED SKILLS

HEAL	+10
INSIGHT	+10
NATURE	+12
PERCEPTION	+10

HIT POINTS
(Bloodied 13) **26**

ACTION POINT

SECOND WIND

HEALING SURGES
value **6**



EQUIPMENT

Obsidian spear Shortbow with bone arrows
Leather armor Totem

OTHER EQUIPMENT

BACKGROUND

The seventh of a birth clutch of seven, Pak'cha was born under a blood moon, an auspicious symbol for the Sirocco Dancer pack of thri-kreen hunters from the great desert expanse known as the Tablelands. At the age of her adulthood, she was chosen by the spirit-ancestors of her people to become the next shaman of her pack, and eagerly took to her sojourn to commune alone to learn from them when disaster struck the rest of her pack. A massive, deadly storm killed all of her pack, including her clutch-mates while she was learning the ways of her ancestor-spirits. Over the next few months, she came to the Ringing Mountains to form a new clutch, finding Morg and Ulieth.

APPEARANCE

Pak'cha is a thri-kreen, which means she's an insectoid creature with six clawed limbs. Two are used as legs; the other four serve as arms, the upper two stronger while the lower two are used for more fine manipulation. Pak'cha is lean and wears a thin patchwork of leathers as armor, keeping an obsidian-tipped spear in her hands to aid her in both combat and as a traveling tool. A shortbow with bone arrows made from the teeth of predatory animals is slung over her back.

PERSONALITY TRAITS

Predatory, reflective, insightful

DARK SUN
UNLEASH YOUR HERO

Melee Basic Attack

Standard / Melee Weapon / At-Will

Requires obsidian spear; +2 vs. AC; 1d8 damage. **Versatile:** If you use this weapon two-handed, gain +1 damage when you roll damage.

Ranged Basic Attack

Standard / Ranged Weapon / At-Will

Requires shortbow; Ranged 15/30; +3 vs. AC; 1d6 + 1 damage; load free.

Call Spirit Companion

Minor / Close Burst 20 / At-Will

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 10 damage or higher, the spirit disappears, and you take 5 damage. Otherwise, the spirit is unaffected by the attack.

Spirit's Wrath

Opportunity / Melee Spirit 1 / At-Will

+6 vs. Reflex; 1d6 + 5 damage and the target grants combat advantage until the end of your next turn.

Haunting Spirits

Standard / Ranged 5 / At-Will

+6 vs. Will; 1d6 + 5 psychic damage. Until the end of your next turn, the target grants combat advantage to an ally of your choice.

Spirit Infusion

Standard / Melee Spirit 1 / At-Will

Target 1 ally; your spirit companion disappears, and the target can make a basic attack with a +2 power bonus to the attack roll.

Thri-kreen Claws

Standard / Melee 1 / Encounter

Target 1, 2, or 3 creatures; +8 vs. AC; 1d8 + 5 damage. You gain a bonus to the damage roll equal to the number of targets.

Elemental Spirit

Minor / Ranged 5 / Encounter

You conjure a sand and stone spirit in an unoccupied square within range. The spirit lasts until the end of your next turn. You and allies gain a +1 power bonus to defenses while adjacent to the spirit. As a move action, you can move the spirit 5 squares. As a standard action, you can dismiss the spirit and make a melee attack from the spirit's square. +5 vs. Reflex; 1d10 + 5 damage, and the target takes a -2 penalty to attack rolls and defenses until the end of your next turn.

Healing Spirit

Minor / Close Burst 5 / Encounter

Target you or 1 ally in burst; 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.

Speak with Spirits

Minor / Personal / Encounter

During this turn, you gain a +5 bonus to your next skill check.

Call to the Ancestral Warrior

Standard / Melee Spirit 1 / Encounter

+6 vs. Reflex; 1d10 + 5 damage. Until the end of your next turn, you and your allies gain a +2 power bonus to all defenses while adjacent to your spirit companion.

OTHER ABILITIES*

Multiple Arms:

Once per turn, you can draw or sheathe a weapon (or retrieve or stow an item stored on your person) as a free action.

Spirit Boon:

Your allies gain a +2 bonus to saving throws while adjacent to your spirit companion.

Torpor:

Rather than sleep, thri-kreen enter a torpid state. In this state you are still aware of your surroundings, and require only 4 hours to gain the benefits of an extended rest.

* Some character options not present on character sheet for brevity.