

# Gerome Silverload of the Glitterbeard Clan

## Class Attributes

- ❖ **Cast-Iron Stomach:** +5 racial bonus to saving throws against poison.
- ❖ **Dwarven Resilience:** You can use your second wind as a minor action instead of a standard action.
- ❖ **Dwarven Weapon Proficiency:** You gain proficiency with the throwing hammer and the warhammer.
- ❖ **Encumbered Speed:** You move at your normal speed even when it would normally be reduced by armor or a heavy load. Other effects that limit speed (such as difficult terrain or magical effects) affect you normally.
- ❖ **Stand Your Ground:** When an effect forces you to move—through a pull, a push, or a slide—you can move 1 square less than the effect specifies. This means an effect that normally pulls, pushes, or slides a target 1 square does not force you to move unless you want to. In addition, when an attack would knock you prone, you can immediately make a saving throw to avoid falling prone.

## Class Powers

- ❖ **Healing Spirit**  
**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 2d6+4 hit points.  
**Special** You can use this power twice per encounter, but only once per round.
- ❖ **Spirit's Shield**  
**At-will ◆ Healing, 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** +8 (+12) Wisdom vs. Reflex  
**Hit** 1d8 + (11) damage [Wisdom modifier] damage  
**Effect** One ally within 5 squares of your spirit companion regains 7+4 hit points equal to your Wisdom modifier.

## At Will

- ❖ **Haunting Spirits**  
**At-will ◆ Implement, Primal, Psychic**  
**Standard Action                      Ranged 5**  
**Target** One creature  
**Attack** +8 (+12) Wisdom vs. Will

**Hit** 1d6 +11 Wisdom modifier psychic damage. Until the end of your next turn, the target grants combat advantage to an ally of your choice.

❖ **Wrath of Winter**

**At-will** ♦ **Cold, Implement, Primal, Teleportation**

**Standard Action** **Ranged 5**

**Target** One creature

**Attack** +8 (+12) Wisdom vs. Fortitude

**Hit** 1d10 + 11 [Wisdom modifier] cold damage. You can teleport your spirit companion to a space adjacent to the target.

❖ **Protecting Strike**

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

**Standard Action** **Melee spirit 1**

**Target:** One creature

**Attack:** +8 (+12) Wisdom vs. Will

**Hit:** 1d8+11 Wisdom modifier damage, and each ally adjacent to your spirit companion gains temporary hit points equal to your Constitution modifier +11.

## Encounter Powers

❖ **Thunder Bear's Warding**

**Encounter** ♦ **Implement, Primal, Thunder**

**Standard Action** **Ranged 5**

**Target** One creature

**Attack** +8 (+12) Wisdom vs. Fortitude

**Hit** 1d6 +11 [Wisdom modifier] thunder damage. Until the end of your next turn, you and your allies gain resistance to all damage equal to your Constitution modifier [7] while adjacent to your spirit companion.

**Protector Spirit** You or an ally within 5 squares of you gains temporary hit points equal to your Constitution modifier [11].

❖ **Spring Renewal Strike** Shaman Attack 3

**Encounter** ♦ **Healing, Implement, Primal, Spirit**

**Standard Action** **Melee spirit 1**

**Target:** One creature

**Attack:** +8 (+12) Wisdom vs. Fortitude

**Hit:** 2d8 +11 Wisdom modifier damage, and one ally adjacent to your spirit companion can spend a healing surge.

**Protector Spirit:** The ally regains additional hit points equal to your Constitution modifier (11).

❖ **Thunderstorm Spirit** Shaman Attack 7

A storm spirit lashes out at your enemy and then focuses its power around your spirit companion.

**Encounter** ♦ **Implement, Lightning, Primal, Thunder**

**Standard Action** Ranged 5

**Target:** One creature

**Attack:** +8 (+12) Wisdom vs. Reflex

**Hit:** 1d12 + 11 Wisdom modifier lightning and thunder damage. Until the end of your next turn, when you and your allies hit any enemy adjacent to your spirit companion, that enemy takes 1d6+4 extra lightning and thunder damage.

## Daily Powers

❖ **Spirit of the Healing Flood**

**Daily** ♦ **Healing, Implement, Primal**

**Standard Action** Close burst 5

**Target** Each enemy in burst

**Attack** +8 (+12) Wisdom vs. Fortitude

**Hit** 1d8 + 11 [Wisdom modifier] damage

**Miss** half damage

**Effect** Until the end of the encounter, you and each ally in the burst gain regeneration 2 while bloodied. As a minor action, a character can end this effect on themselves to regain 10 hit points.

❖ **War Chieftain's Blessing Shaman Attack 5**

The spirit of a regal warrior clad in a chieftain's robes utters a great battle cry and hews at your foe with an axe. Your allies, heartened by the chieftain's efforts, redouble their attacks.

**Daily** ♦ **Implement, Primal**

**Standard Action** Ranged 10

**Target** One creature

**Attack** +8 (+12) Wisdom vs. Will

**Hit** 2d10 + 11 Wisdom modifier damage.

**Miss** Half damage.

**Effect** Until the end of the encounter, you and your allies gain a +2 bonus to attack rolls against the target.

## Utility Powers

❖ **Spirit of Life Shaman Utility 2**

*The spirit of a golden owl alights on your ally's shoulder and flutters off, carrying with it that friend's aches and wounds.*

**Daily** ♦ **Healing, Primal**

**Standard Action Close**                      **Burst 10**

**Target:** One ally in burst

**Effect:** The target regains hit points as if he or she had spent a healing surge +4.

❖ **Spirit of the Keeper** Shaman Utility 6

A protective ancestor spirit appears and lays a healing hand on your ally. The spirit's warding power flows into your spirit companion, helping it defend your allies from attack.

**Daily** ♦ **Healing, Primal**

**Minor Action**                      **Close burst 5**

**Target:** One creature in burst

**Effect:** The target can spend a healing surge and regain 1d6+4 additional hit points. Until the end of the encounter, any ally adjacent to your spirit companion doesn't grant combat advantage.

## Feats

❖ **Shared Healing Spirit**

**Prerequisite:** Shaman, healing spirit power

**Benefit:** When you use healing spirit, you can choose one ally within 2 squares of the target to regain the additional hit points, instead of an ally adjacent to your spirit companion.

❖ **Protector Spirit Adept**

**Prerequisite:** Shaman, Protector Spirit class feature

**Benefit:** Your allies gain a +1 bonus to Fortitude, Reflex, and Will while adjacent to your spirit companion.

❖ **VERSATILE EXPERTISE**

**Benefit:** Choose a weapon group and an implement type. You gain a +1 feat bonus to attack rolls both when using a weapon from the chosen group and when using an implement of the chosen type. The bonus increases to +2 at 15th level and +3 at 25th level.

**Special:** You can take this feat more than once. Each time you take this feat, choose a different weapon group and a different implement type.

### Ritual Casting

❖ **Snare**

A barely visible circle appears on the ground, ready to entrap any enemies that enter the area.

**Level** 4                                      **Component Cost** 25 gp

**Category** Warding                      **Market Price** 150 gp

**Time** 10 minutes                      **Key Skill** Nature

**Duration** 8 hours or until discharged

You create a magical snare in a 2-square-by-2-square area adjacent to you. When you complete the ritual, make a Nature check. The check result is the Perception DC to detect the snare and the Thievery DC to disable it. As part of the ritual, you can name creatures that can pass freely through the snare's area, and you can set conditions that allow a creature to bypass the snare. Any other creature that enters the snare's area is subject to an attack equal to your level + 4 vs. Reflex. On a hit, the target is immobilized (save ends). When the snare is triggered, you become aware that it has been triggered regardless of your distance from it. The ritual is also discharged.

#### ❖ Speak with Nature

Animals and plants respond to your queries, revealing what they have seen and what they know.

**Level** 5                      **Component Cost** 80 gp

**Category** Divination      **Market Price** 250 gp

**Time** 10 minutes          **Key Skill** Nature

**Duration** 10 minutes

For the ritual's duration, you can communicate with natural beasts and mundane plants (but not plant creatures). The ritual does not make animals friendly, and the animals or plants are limited in their knowledge by their experiences and mobility. For example, a plant knows only about its immediate surroundings, and a fish can describe only what it has seen or experienced underwater.

#### ❖ Tree Shape

You assume the form of a tree, blending into the forest around you.

**Level** 2                      **Component Cost** 20 gp

**Category** Exploration      **Market Price** 100 gp

**Time** 10 minutes          **Key Skill** Nature (no check)

**Duration** 6 hours

You transform into a Large tree or shrub. While you are in this state, you perceive everything around you as normal. You retain all of your statistics, though you cannot use powers or perform rituals. All your clothing and gear transforms along with you. The ritual ends and you revert to your normal form if you take any damage or take an action, or at the end of the ritual's duration.

## Equipment

#### ❖ Warding Spirit Armor +2      Level 2+

The primal power infused within this leather armor draws power from your spirit companion to shield you from attack when your guard is down.

**Lvl** 7 +2 2,600 gp

**Armor** Leather

Enhancement AC

**Property** You gain a +4 power bonus to AC against opportunity attacks.

❖ **Otter-Elf Totem +4**

**Type** Totem

**Property** Healing also receives the implement bonus.

Hp worksheet

Max 56;

<http://moonbullets.com/docs/dnd%20character.docx>

<http://moonbullets.com/docs/dnd%20character.pdf>

[http://moonbullets.com/docs/Gerome\\_Silverload.pdf](http://moonbullets.com/docs/Gerome_Silverload.pdf)