

Player Name

 Toady  
 Character Name 5 Warpriest  
 Level Class

Paragon Path

Epic Destiny

5,500  
 Total XP

 Bullywug Medium  
 Race Size Age Gender

Height Weight Alignment Deity

Adventuring Company

RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	2	2	

CONDITIONAL MODIFIERS

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	<b>STR</b> Strength	0	2
18	<b>CON</b> Constitution	4	6
14	<b>DEX</b> Dexterity	2	4
11	<b>INT</b> Intelligence	0	2
18	<b>WIS</b> Wisdom	4	6
8	<b>CHA</b> Charisma	-1	1

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
		SURGE VALUE SURGES/DAY
50	25	12 11
		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 +2 to all saving throws

RESISTANCES Resist 5 Lightning, Resist 5 Thunder

CURRENT CONDITIONS AND EFFECTS

### SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
1	Acrobatics	DEX 4	0	-3	0
7	Arcana	INT 2	5	n/a	0
1	Athletics	STR 2	0	-3	2
1	Bluff	CHA 1	0	n/a	0
1	Diplomacy	CHA 1	0	n/a	0
6	Dungeoneering	WIS 6	0	n/a	0
3	Endurance	CON 6	0	-3	0
11	Heal	WIS 6	5	n/a	0
2	History	INT 2	0	n/a	0
11	Insight	WIS 6	5	n/a	0
1	Intimidate	CHA 1	0	n/a	0
6	Nature	WIS 6	0	n/a	0
6	Perception	WIS 6	0	n/a	0
7	Religion	INT 2	5	n/a	0
1	Stealth	DEX 4	0	-3	0
1	Streetwise	CHA 1	0	n/a	0
1	Thievery	DEX 4	0	-3	0

### DEFENSES

SCORE	DEFENSE	10 + ARMOR/1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
21	AC	12	5			2	2	

CONDITIONAL BONUSES

+1 AC against ranged attacks from more than 5 squares away

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
19	FORT	12	4	1	1	1		

CONDITIONAL BONUSES

+1 Fortitude Defense against ranged attacks from more than 5 squares away

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	REF	12	2		1	1	2	

CONDITIONAL BONUSES

+1 Reflex Defense against ranged attacks from more than 5 squares away

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
19	WILL	12	4	1	1	1		

CONDITIONAL BONUSES

+1 Will Defense against ranged attacks from more than 5 squares away

### ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### RACE FEATURES

**Rancid Air** - Gain poison aura 2: enemies that spend

healing surge become weakened.

### CLASS / PATH / DESTINY FEATURES

**Level 1 Alchemist Feature** - Gain the Alchemist Feat, learn

**Channel Divinity Powers** - Smite Undead power and doma

**Storm Domain Features and Powers** - +resist 5 lightning

**Healing Word** - Gain the healing word power; minor action.

**Holy Cleansing** - Gain the holy cleansing power

**Level 5 Domain Feature** - Gain a feature associated with y

**Level 5 Storm Domain Feature** - 1 enemy adjacent to

**Level 5 Alchemist Feature** - You learn one alchemical forr

### LANGUAGES KNOWN

Common, Primordial

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
21	Passive Insight	10	+

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
16	Passive Perception	10	+

SPECIAL SENSES

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Learning Mace +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	2	0		2	1	1	

ABILITY: Ranged Basic Attack - Crossbow

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	2	2		2	1		

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Learning Mace +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+1	0		1		

ABILITY: Ranged Basic Attack - Crossbow

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+2	2				

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
6	vs AC	Learning Mace +1	1d8+1
7	vs AC	Crossbow	1d8+2
5	vs AC	Morningstar	1d10
5	vs AC	Mace	1d8

### FEATS

**Alchemist** - Alchemist bonus feat replaces Ritual Caster

class feature.

**Improved Defenses** - +1/2/3 bonus (by tier) to Fortitude,

Reflex, and Will.

**Master at Arms** - +1/2/3 (by tier) to weapon attack rolls.

Minor action: sheathe one weapon and draw one weapon

**Resilient Focus** - You gain a +2 feat bonus to saving

throws.





### Smite Undead

KEYWORDS Channel Divinity, Divine, Radiant, Weapon USED

Standard	* ↓ ↗	Melee weapon
<b>ACTION</b>	↶ ↷	<b>RANGE</b>
10 vs Will	One undead creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Wisdom vs. Will  
**Hit:** 2[W] + Wisdom modifier (+4) radiant damage, and you push the target a number of squares up to 3 + your Constitution modifier (+4). The target is immobilized until the end of your next turn.  
 Level 11: 3[W] + Wisdom modifier (+4) radiant damage.  
 Level 21: 4[W] + Wisdom modifier (+4) radiant damage.  
**Miss:** Half damage.  
**Special:** You can use only one channel divinity power per encounter.

Learning Mace +1: +10 attack, 2d8+5 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL BOOK PEHOTFL

### Thundering Steel

KEYWORDS Divine, Thunder, Weapon USED

Standard	* ↓ ↗	Melee weapon
<b>ACTION</b>	↶ ↷	<b>RANGE</b>
10 vs AC	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Wisdom vs. AC  
**Hit:** 2[W] + Wisdom modifier (+4) thunder damage.  
**Effect:** The next time you or an ally hits the target before the start of your next turn, the target takes 3 extra thunder damage.

Learning Mace +1: +10 attack, 2d8+5 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PEHOTFL

### Hammering Wind

KEYWORDS Divine, Thunder, Weapon USED

Standard	* ↓ ↗	Melee weapon
<b>ACTION</b>	↶ ↷	<b>RANGE</b>
10 vs AC	One enemy	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Wisdom vs. AC  
**Hit:** 1[W] + Wisdom modifier (+4) thunder damage, and you can push the target 1 square and knock it prone.  
**Effect:** You slide each ally within 3 squares of you up to 2 squares.

Learning Mace +1: +10 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 3 BOOK PEHOTFL

ENCOUNTER POWER

ENCOUNTER POWER

ENCOUNTER POWER

### Nimbus of Holy Shielding

KEYWORDS Divine, Radiant, Weapon USED

Standard	↓ ↗	Close burst 1
<b>ACTION</b>	1 ↶ ↷	<b>RANGE</b>
10 vs Will	Each enemy in the burst	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Wisdom vs. Will  
**Hit:** 1[W] + Wisdom modifier (+4) radiant damage.  
**Effect:** Each ally within 2 squares of you gains a +2 power bonus to all defenses. The bonus lasts until the end of the encounter.

Learning Mace +1: +10 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PEHOTFL

### Weapon of the Gods

KEYWORDS Divine USED

Minor	* ↓ ↗	Melee touch
<b>ACTION</b>	↶ ↷	<b>RANGE</b>
vs	One held weapon	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Effect:** Until the end of the encounter, the target deals 1d6 extra radiant damage when used to make a weapon attack. In addition, whenever an enemy is hit by a weapon attack using the target, that enemy takes a -2 penalty to AC until the end of the next turn of the target's wielder.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 5 BOOK PH

### Healing Word

KEYWORDS Healing USED

Minor	↓ ↗	Close burst 5 (10 at 11th level, 15 at 17th level)
<b>ACTION</b>	5 ↶ ↷	<b>RANGE</b>
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		

**Target:** You or one ally in the burst  
**Effect:** The target can spend a healing surge and regain 1d6 additional hit points.  
 Level 6: 2d6 additional hit points.  
 Level 11: 3d6 additional hit points.  
 Level 16: 4d6 additional hit points.  
 Level 21: 5d6 additional hit points.  
 Level 26: 6d6 additional hit points.  
**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.  
**Level 5 Storm Domain:** When you use your healing word, one enemy of your choice adjacent to the target of the power takes thunder damage equal to your Constitution modifier (+4).  
**Storm Domain Feature:** When you use your healing word, the target also gains a +2 power bonus to the next damage roll he or she makes before the end of his or her next turn. This bonus increases to +4 at 11th level and +6 at 21st level.

Unarmed: +2 attack

ADDITIONAL EFFECTS

CLASS Cleric LEVEL BOOK PH

DAILY POWER

DAILY POWER

UTILITY POWER

### Cure Light Wounds

KEYWORDS Divine, Healing USED

Standard	* ↓ ↗	Melee touch
<b>ACTION</b>	↶ ↷	<b>RANGE</b>
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> DAILY		

**Target:** You or one creature  
**Effect:** The target regains hit points as if it had spent a healing surge.

Unarmed: +2 attack

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 2 BOOK PH

### Holy Cleansing

KEYWORDS Divine USED

Minor	↓ ↗	Close burst 5
<b>ACTION</b>	5 ↶ ↷	<b>RANGE</b>
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> DAILY		

**Target:** You or one ally in the burst  
**Effect:** The target makes a saving throw with a +5 power bonus against each effect on him or her that a save can end. In addition, if the target suffers from a disease, he or she can spend a healing surge to improve the disease by 2 stages. The target regains no hit points for spending the healing surge. If the target is subject to a petrifying effect, that effect ends but the target loses any remaining healing surges.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL BOOK PEHOTFL

### Storm Surge

KEYWORDS Channel Divinity, Divine USED

Minor	↓ ↗	Close burst 2
<b>ACTION</b>	2 ↶ ↷	<b>RANGE</b>
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		

**Target:** You or one ally in the burst  
**Effect:** The next time the target makes a damage roll for a melee weapon attack before the end of your next turn, the target deals 4 extra lightning damage.  
 Level 11: The extra damage increases to 6.  
 Level 21: The extra damage increases to 8.  
**Special:** You can use only one channel divinity power per encounter.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL BOOK PEHOTFL

UTILITY POWER

UTILITY POWER

UTILITY POWER

### Create Water

KEYWORDS	Divine	USED
Minor	* ↓ ↻	Melee 1
ACTION	↶ ↷	RANGE
<input checked="" type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Target:** One empty cup, flask, or similar container that can hold up to 1 gallon of liquid  
**Effect:** You cause the container to fill with fresh, potable water.

ADDITIONAL EFFECTS

CLASS	Cleric	LEVEL		BOOK	PEHOTFL
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**UTILITY POWER**

### Learning Mace +1

1d8	2	Mace	
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		5	+1d6 damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES  
 Rarity: Uncommon Item.  
 Each time you miss a target with this weapon, you gain a cumulative +1 power bonus (up to the weapon's enhancement bonus) to your next attack roll with this weapon against the same target before the end of the encounter. This bonus ends when you attack a different target or when you hit.  
 Each time you hit a target with this weapon, you gain a +2 power bonus to the first damage roll on your next attack with this weapon against the same target before the end of your next turn.  
 Versatile

Melee Basic Attack: +6 attack, 1d8+1 damage

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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POWER

ITEM SLOT	One-hand	WEIGHT	6	PRICE	1000	BOOK	PH
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**MAGIC WEAPON**

### Alchemist's Fire (level 6)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		6	Alchemical
ENHANCEMENT		LEVEL	TYPE

PROPERTIES  
 Rarity: Uncommon Item.

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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POWER

**Power (Consumable • Fire):** Standard Action.  
 Make an attack: Area burst 1 within 10; +9 vs. Reflex; on a hit, deal 2d6 fire damage; on miss, deal half damage.

ITEM SLOT		WEIGHT	0	PRICE	75	BOOK	AV
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**MAGIC ITEM**

### Summoned Hide Armor +2

3	-1	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+2 AC		6	Armor
ENHANCEMENT		LEVEL	TYPE

PROPERTIES  
 Rarity: Uncommon Item.

<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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POWER

**Power (At-Will):** Minor Action. You banish this armor to a secure extradimensional location. At any point in the future, unless you are wearing armor, you can use another minor action to recall the armor. The armor appears on you as though you had donned it normally.

ITEM SLOT	Body	WEIGHT	25	PRICE	1800	BOOK	PH
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**MAGIC ITEM**

### Cloak of Distortion +1

			1
AC BONUS	CHECK	SPEED	QUANTITY
+1 Fortitude, Reflex, and Will		4	Neck Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES  
 Rarity: Uncommon Item.  
 You gain an item bonus to all defenses against ranged attacks from more than 5 squares away equal to this item's enhancement bonus.

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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POWER

ITEM SLOT	Neck	WEIGHT	0	PRICE	840	BOOK	AV
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**MAGIC ITEM**

### Counterstrike Guards (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		4	Arms Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES  
 Rarity: Uncommon Item.

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
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POWER

**Power (Daily):** Immediate Reaction. Use this power when a melee attack misses you. You make a melee basic attack against the attacker.

ITEM SLOT	Arms	WEIGHT	0	PRICE	840	BOOK	AV
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**MAGIC ITEM**