

Player Name

Toady

Character Name
Bullywug

5

Level

Warpriest

Class

Paragon Path

Epic Destiny

5,500

Total XP

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	STR Strength	0	2
18	CON Constitution	4	6
14	DEX Dexterity	2	4
11	INT Intelligence	0	2
18	WIS Wisdom	4	6
8	CHA Charisma	-1	1

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
50	25	12	11	
CURRENT HIT POINTS		CURRENT SURGE USES		
SECOND WIND 1/ENCOUNTER		USED <input type="checkbox"/>		
TEMPORARY HIT POINTS				
DEATH SAVING THROW FAILURES		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
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 form

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 +	11

16	Passive Perception	10 +	6
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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.

CHARACTER NAME
Toady

PLAYER NAME

RACE Bullywug CLASS Warpriest LEVEL 5

	SCORE	ABILITY	MOD
HP	10	STR	+0
50	18	CON	+4
Spd	14	DEX	+2
6	11	INT	+0
Init	18	WIS	+4
+4	8	CHA	-1

AC 21

Fort 19

Ref 18

Will 19

21 Passive Insight **16** Passive Perception


Skills

1	Acrobatics	DEX
7	Arcana	INT (Trained)
1	Athletics	STR
1	Bluff	CHA
1	Diplomacy	CHA
6	Dungeoneering	WIS
3	Endurance	CON
11	Heal	WIS (Trained)
2	History	INT
11	Insight	WIS (Trained)
1	Intimidate	CHA
6	Nature	WIS
6	Perception	WIS
7	Religion	INT (Trained)
1	Stealth	DEX
1	Streetwise	CHA
1	Thievery	DEX

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS



Effect: Gain a standard action this turn.
Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

PLAY DATA **DUNGEONS & DRAGONS**

Second Wind

KEYWORDS

Standard ☐ ☒ ☐ Personal ☐

ACTION ☐ ☒ ☐ **RANGE**

☐ AT-WILL ☒ ENCOUNTER ☐ DAILY

Effect: You spend a healing surge and regain 12 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK *PH*

UTILITY POWER **DUNGEONS & DRAGONS**

PLAY DATA **DUNGEONS & DRAGONS**

Bull Rush Attack

KEYWORDS

Standard ☐ ☒ ☐ Melee 1 ☐

ACTION ☐ ☒ ☐ **RANGE**

2 vs **Fort** One creature

ATTACK **DEFENSE** **TARGET**

Attack: Strength vs. Fortitude
Hit: You can push the target 1 square and then shift 1 square into the space it left.

Unarmed: +2 attack

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK *PH*

AT-WILL POWER **DUNGEONS & DRAGONS**

ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Grab Attack

KEYWORDS

Standard ☐ ☒ ☐ Melee touch ☐

ACTION ☐ ☒ ☐ **RANGE**

2 vs **Reflex** One creature that is no more than

ATTACK **DEFENSE** **TARGET**

Requirement: You must have a hand free.
Attack: Strength vs. Reflex
Hit: You grab the target until the end of your next turn. You can end the grab as a free action.
Sustain Minor: The grab persists until the end of your next turn.

Unarmed: +2 attack

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK *PH*

AT-WILL POWER **DUNGEONS & DRAGONS**

Opportunity Attack

KEYWORDS

Opportunity ☐ ☒ ☐ Melee 1 ☐

ACTION ☐ ☒ ☐ **RANGE**

10 vs **AC** The triggering enemy

ATTACK **DEFENSE** **TARGET**

Trigger: An enemy that you can see either leaves a square adjacent to you or uses a ranged or an area power while adjacent to you.
Effect: You make a melee basic attack against the target.

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK *PH*

AT-WILL POWER **DUNGEONS & DRAGONS**

Blessing of Wrath

KEYWORDS Divine, Weapon

Standard ☐ ☒ ☐ Melee weapon ☐

ACTION ☐ ☒ ☐ **RANGE**

10 vs **AC** One creature

ATTACK **DEFENSE** **TARGET**

Attack: Wisdom vs. AC
Hit: 1[W] + Wisdom modifier (+4) damage.
Level 21: 2[W] + Wisdom modifier (+4) damage.
Effect: You or one ally within 5 squares of you gains a power bonus to his or her next damage roll against the target before the end of your next turn. The bonus equals your Constitution modifier (+4).

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

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK *PEHOTFL*

AT-WILL POWER **DUNGEONS & DRAGONS**

Storm Hammer

KEYWORDS Divine, Lightning, Thunder, Weapon

Standard ☐ ☒ ☐ Melee weapon ☐

ACTION ☐ ☒ ☐ **RANGE**

10 vs **Fort** One creature

ATTACK **DEFENSE** **TARGET**

Attack: Wisdom vs. Fortitude
Hit: 1[W] + Wisdom modifier (+4) lightning and thunder damage.
Level 21: 2[W] + Wisdom modifier (+4) lightning and thunder damage.
Special: When charging, you can use this power in place of a melee basic attack.

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

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK *PEHOTFL*

AT-WILL POWER **DUNGEONS & DRAGONS**

Smite Undead

KEYWORDSChannel Divinity, Divine, Radiant, Weapon

USED

Standard

*

↓

Melee weapon

ACTION

↶

✱

RANGE

10

vs

Will

One undead creature

ATTACK

DEFENSE

TARGET

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

CLASSCleric

LEVEL

BOOKPEHOTFL

ENCOUNTER POWER

DUNGEONS & DRAGONS

Thundering Steel

KEYWORDSDivine, Thunder, Weapon

USED

Standard

*

↓

Melee weapon

ACTION

↶

✱

RANGE

10

vs

AC

One creature

ATTACK

DEFENSE

TARGET

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

CLASSCleric

LEVEL1

BOOKPEHOTFL

ENCOUNTER POWER

DUNGEONS & DRAGONS

Hammering Wind

KEYWORDSDivine, Thunder, Weapon

USED

Standard

*

↓

Melee weapon

ACTION

↶

✱

RANGE

10

vs

AC

One enemy

ATTACK

DEFENSE

TARGET

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

CLASSCleric

LEVEL3

BOOKPEHOTFL

ENCOUNTER POWER

DUNGEONS & DRAGONS

Nimbus of Holy Shielding

KEYWORDSDivine, Radiant, Weapon

USED

Standard

↓

Close burst 1

ACTION

1

↶

✱

RANGE

10

vs

Will

Each enemy in the burst

ATTACK

DEFENSE

TARGET

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

CLASSCleric

LEVEL1

BOOKPEHOTFL

DAILY POWER

DUNGEONS & DRAGONS

Weapon of the Gods

KEYWORDSDivine

USED

Minor

*

↓

Melee touch

ACTION

↶

✱

RANGE

vs

One held weapon

ATTACK

DEFENSE

TARGET

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

CLASSCleric

LEVEL5

BOOKPH

DAILY POWER

DUNGEONS & DRAGONS

Healing Word

KEYWORDSHealing

USED

Minor

↓

Close burst 5 (10 at 11th level, 15 at 17th)

ACTION

5

↶

✱

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ 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

CLASSCleric

LEVEL

BOOKPH

UTILITY POWER

DUNGEONS & DRAGONS

Cure Light Wounds

KEYWORDSDivine, Healing

USED

Standard

*

↓

Melee touch

ACTION

↶

✱

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ 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

CLASSCleric

LEVEL2

BOOKPH

UTILITY POWER

DUNGEONS & DRAGONS

Holy Cleansing

KEYWORDSDivine

USED

Minor

↓

Close burst 5

ACTION

5

↶

✱

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ 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

CLASSCleric

LEVEL

BOOKPEHOTFL

UTILITY POWER

DUNGEONS & DRAGONS

Storm Surge

KEYWORDSChannel Divinity, Divine

USED

Minor

↓

Close burst 2

ACTION

2

↶

✱

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ 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

CLASSCleric

LEVEL

BOOKPEHOTFL

UTILITY POWER

DUNGEONS & DRAGONS

Create Water

KEYWORDS

Divine

USED

Minor

*

⬇

⚔

Melee 1

ACTION

⬅

✖

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ 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

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

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

One-hand

WEIGHT

6

PRICE

1000

BOOK

PH

MAGIC WEAPON

Alchemist's Fire (level 6)

1

AC BONUS

CHECK

SPEED

QUANTITY

6

Alchemical

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

Rarity: Uncommon Item.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

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

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.

☒ AT-WILL

☐ ENCOUNTER

☐ DAILY

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

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.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

Neck

WEIGHT

0

PRICE

840

BOOK

AV

MAGIC ITEM

Counterstrike Guards (heroic tier)

1

AC BONUS

CHECK

SPEED

QUANTITY

4

Arms Slot Item

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

Rarity: Uncommon Item.

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

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

MAGIC ITEM