

Player Name

Sahyr Rayasa

Character Name

Longtooth Shifter

Race

Medium

Size

Age

Gender

1

Level

Cleric

Class

Paragon Path

Alignment

Deity

Epic Destiny

Adventuring Company

RPGA Number

0

Total XP

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
0			

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
16	STR Strength	3	3
13	CON Constitution	1	1
10	DEX Dexterity	0	0
10	INT Intelligence	0	0
18	WIS Wisdom	4	4
13	CHA Charisma	1	1

HIT POINTS

MAX HP	BLOODED	SURGE VALUE	SURGES/DAY
25	12	6	8
	1/2 HP	1/4 HP	
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			
RESISTANCES			
CURRENT CONDITIONS AND EFFECTS			

SKILLS

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

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
16	AC	10	6					

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	FORT	10	3					

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Longtooth Shifting - Use longtooth shifting as an

encounter power

Athletics Bonus**Endurance Bonus**

CLASS / PATH / DESTINY FEATURES

Channel Divinity - Invoke a channel divinity class feature or other power; encounter.**Healer's Lore** - Add Wis modifier to hp healed on cleric healing powers.**Healing Word** - Use healing word as an encounter (special) power; minor action.**Ritual Casting** - Gain Ritual Caster as a bonus feat.

LANGUAGES KNOWN

Common, Elven

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	6	-1	

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
19	Passive Insight	10	+

14	Passive Perception	10	+
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SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Fullblade

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	0	3		3			

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 3	0	3					

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Fullblade

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d12+3	3				

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+3	3				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
6	vs AC	Fullblade	1d12+3
3	vs AC	Unarmed (Melee)	1d4+3
0	vs AC	Unarmed (Range)	1d4
	vs		

FEATS

Ritual Caster - Master and perform rituals**Weapon Proficiency (Fullblade)** - Gain proficiency with the Fullblade.

CHARACTER NAME
Sahyr Rayasa
PLAYER NAME

RACE Longtooth ShifterCLASS ClericLEVEL 1

HP
25

STR
16

AC
16

Spd
5

CON
13

Fort
13

Init
+0

DEX
10

Ref
10

WIS
18

CHA
13

Will
16

19 Passive Insight

14 Passive Perception

PLAY DATA

DUNGEONS & DRAGONS®

ACTION POINT

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS®

Second Wind

KEYWORDS

USED

Standard
ACTION

Personal
RANGE

vs

Self
ATTACK

DEFENSE

TARGET

Effect: You spend a healing surge and regain 6 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK PH

ENCOUNTER ACTION

DUNGEONS & DRAGONS®

Righteous Brand

KEYWORDS Divine, Weapon

USED

Standard
ACTION

Melee weapon
RANGE

6 vs AC

One creature
ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+3) damage, and one ally within 5 squares of you gains a power bonus to melee attack rolls against the target equal to your Strength modifier (+3) until the end of your next turn.
Increase damage to 2[W] + Strength modifier (+3) at 21st level.

Fullblade: +6 attack, 1d12+3 damage

ADDITIONAL EFFECTS

CLASS Cleric

LEVEL 1

BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Sacred Flame

KEYWORDS Divine, Implement, Radiant

USED

Standard
ACTION

Ranged 5
RANGE

4 vs Reflex

One creature
ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. Reflex
Hit: 1d6 + Wisdom modifier (+4) radiant damage, and one ally you can see chooses either to gain temporary hit points equal to your Charisma modifier (+1) + one-half your level or to make a saving throw.
Increase damage to 2d6 + Wisdom modifier (+4) at 21st level.

Unarmed: +4 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS Cleric

LEVEL 1

BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Longtooth Shifting

KEYWORDS Healing

USED

Minor
ACTION

Personal
RANGE

vs

ATTACK

DEFENSE

TARGET

Requirement: You must be bloodied.
Effect: Until the end of the encounter, you gain a +2 bonus to damage rolls. In addition, while you are bloodied, you gain regeneration 2.
Level 11: Regeneration 4.
Level 21: Regeneration 6.

Unarmed: +0 attack

ADDITIONAL EFFECTS

CLASS Racial Power

LEVEL *

BOOK PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Divine Fortune

KEYWORDS Divine

USED

Free
ACTION

Personal
RANGE

vs

ATTACK

DEFENSE

TARGET

Channel Divinity: You can use only one channel divinity power per encounter
Effect: You gain a +1 bonus to your next attack roll or saving throw before the end of your next turn.

ADDITIONAL EFFECTS

CLASS Cleric

LEVEL

BOOK PH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Turn Undead

KEYWORDS Divine, Implement, Radiant

USED

Standard
ACTION

Close burst 2 (5 at 11th level, 8 at 16th level)
RANGE

4 vs Will

Each undead creature in burst
ATTACK

DEFENSE

TARGET

Channel Divinity: You can use only one channel divinity power per encounter
Attack: Wisdom vs. Will
Hit: 1d10 + Wisdom modifier (+4) radiant damage, and you push the target a number of squares equal to 3 + your Charisma modifier (+1). The target is immobilized until the end of your next turn.
Increase damage to 2d10 + Wisdom modifier (+4) at 5th level, 3d10 + Wisdom modifier (+4) at 11th level, 4d10 + Wisdom modifier (+4) at 15th level, 5d10 + Wisdom modifier (+4) at 21st level, and 6d10 + Wisdom modifier (+4) at 25th level.
Miss: Half damage, and the target is not pushed or immobilized.

Unarmed: +4 attack, 1d10+4 damage

ADDITIONAL EFFECTS

CLASS Cleric

LEVEL

BOOK PH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Healing Word

KEYWORDS Divine, Healing

USED

Minor
ACTION

Close burst 5 (10 at 11th level, 15 at 16th level)
RANGE

5 vs

You or one ally
ATTACK

DEFENSE

TARGET

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.
Effect: The target can spend a healing surge and regain an additional 1d6 hit points.
Increase the amount of additional hit points regained to 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.

Unarmed: +0 attack
regain an additional 4 hit points.

ADDITIONAL EFFECTS

CLASS Cleric

LEVEL

BOOK PH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Healing Strike


KEYWORDS


Divine, Healing, Radiant, Weapon

USED

Standard


*






Melee weapon

ACTION





RANGE

6

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+3) radiant damage, and the target is marked until the end of your next turn. In addition, you or one ally within 5 squares of you can spend a healing surge.

Fullblade: +6 attack, 2d12+3 damage regain an additional 4 hit points.

ADDITIONAL EFFECTS

CLASS

Cleric


LEVEL

1

BOOK

PH

ENCOUNTER POWER




Beacon of Hope


KEYWORDS

Divine, Healing, Implement

USED

Standard







Close burst 3

ACTION

3





RANGE

4

vs

Will

Each enemy in burst

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. Will
Hit: The target is weakened until the end of its next turn.
Effect: You and all your allies in the burst regain 5 hit points, and your healing powers restore +5 hit points until the end of the encounter.

Unarmed: +4 attack regain an additional 4 hit points.

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

1

BOOK

PH

DAILY POWER

