

Player Name

Sahyr Rayasa 1 Cleric Paragon Path Epic Destiny Total XP 0

Character Name Level Class Adventuring Company RPGA Number

Longtooth Shifter Medium Race Size Age Gender Height Weight Alignment Deity

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
0			

CONDITIONAL MODIFIERS

### DEFENSES

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

CONDITIONAL BONUSES

### MOVEMENT

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

SPECIAL MOVEMENT

### 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

### FORT

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

CONDITIONAL BONUSES

### REF

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

CONDITIONAL BONUSES

### WILL

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

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
19	Passive Insight	10	9
14	Passive Perception	10	4

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					

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	
1/2 HP	1/4 HP	SURGE VALUE	SURGES/DAY
25	12	6	8

CURRENT HIT POINTS

CURRENT SURGE USES

### SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

### DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

### 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**

### 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				

### 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	2
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	2
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	2
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	

### 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.

### 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.

### LANGUAGES KNOWN

Common, Elven



CHARACTER NAME  
**Sahyr Rayasa**  
PLAYER NAME

RACE Longtooth Shifter CLASS Cleric LEVEL 1

HP 25	16 STR	AC 16
Spd 5	13 CON	Fort 13
Init +0	10 DEX	Ref 10
	10 INT	Will 16
	18 WIS	
	13 CHA	

19 Passive Insight    14 Passive Perception

PLAY DATA **DUNGEONS & DRAGONS**



ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

### Second Wind

KEYWORDS

Standard	Personal
<b>ACTION</b>	<b>RANGE</b>
vs	Self
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

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	Melee weapon
<b>ACTION</b>	<b>RANGE</b>
6 vs AC	One creature
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

**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	Ranged 5
<b>ACTION</b>	<b>RANGE</b>
4 vs Reflex	One creature
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

**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	Personal
<b>ACTION</b>	<b>RANGE</b>
vs	
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

**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	Personal
<b>ACTION</b>	<b>RANGE</b>
vs	
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

**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	Close burst 2 (5 at 11th level, 8 at 17th level)
<b>ACTION</b>	<b>RANGE</b>
4 vs Will	Each undead creature in burst
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

**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	Close burst 5 (10 at 11th level, 15 at 17th level)
<b>ACTION</b>	<b>RANGE</b>
5 vs	You or one ally
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

**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		
<b>ACTION</b>	↶ ↷	<b>RANGE</b>		
<b>6</b>	vs	<b>AC</b>	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		
<p><b>Attack:</b> Strength vs. AC  <b>Hit:</b> 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.</p> <p>Fullblade: +6 attack, 2d12+3 damage regain an additional 4 hit points.</p>				
ADDITIONAL EFFECTS				
CLASS Cleric		LEVEL 1	BOOK PH	
<b>ENCOUNTER POWER</b>				

## Beacon of Hope

KEYWORDS		Divine, Healing, Implement		USED
Standard	↓ ↻	Close burst 3		
<b>ACTION</b>	3 ↶ ↷	<b>RANGE</b>		
<b>4</b>	vs	<b>Will</b>	Each enemy in burst	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		
<p><b>Attack:</b> Wisdom vs. Will  <b>Hit:</b> The target is weakened until the end of its next turn.  <b>Effect:</b> 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.</p> <p>Unarmed: +4 attack regain an additional 4 hit points.</p>				
ADDITIONAL EFFECTS				
CLASS Cleric		LEVEL 1	BOOK PH	
<b>DAILY POWER</b>				