

Player Name

Character Name: **4** Cleric Level Class: **Paragon Path** Epic Destiny: **Ioun** Total XP: **3,750**

Race: **Human** Size: **Medium** Age: **2** Gender: **Male** Height: **5'10"** Weight: **160** Alignment: **Lawful Good** Deity: **Ioun**

Adventuring Company: **None** RPGA Number: **None**

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
2	Initiative	2	

CONDITIONAL MODIFIERS

DEFENSES							
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC
18	AC	12	6				

CONDITIONAL BONUSES

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

SPECIAL MOVEMENT

ABILITY SCORES			
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
17	STR Strength	3	5
12	CON Constitution	1	3
11	DEX Dexterity	0	2
11	INT Intelligence	0	2
20	WIS Wisdom	5	7
16	CHA Charisma	3	5

DEFENSES							
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
16	FORT	12	3				1

CONDITIONAL BONUSES

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
22	Passive Insight	10	+ 12
17	Passive Perception	10	+ 7

SPECIAL SENSES

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

CONDITIONAL BONUSES

ATTACK WORKSPACE							
ABILITY	ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH
Sacred Flame - Holy Symbol	+ 7	2	5				

DEFENSES							
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
20	WILL	12	5	2			1

CONDITIONAL BONUSES

ATTACK WORKSPACE							
ABILITY	ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH
Lance of Faith - Holy Symbol	+ 7	2	5				

HIT POINTS			
MAX HP	BLOODIED	HEALING SURGES	SURGES/DAY
44	22	11	8

1/2 HP: **22** 1/4 HP: **11**

CURRENT HIT POINTS: **44** CURRENT SURGE USES: **0**

ACTION POINTS		
MILESTONES	ACTION POINTS	
0	1	2
1	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

ATTACK WORKSPACE							
ABILITY	ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH
Melee Basic Attack - Morningstar	+ 7	2	3		2		

SECOND WIND 1/ENCOUNTER		USED
1		<input type="checkbox"/>

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES		
SAVING THROW MODS	+1 to all saving throws	
0	0	0

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

RACE FEATURES	
Bonus Feat	- Choose an extra feat at 1st level.
Bonus Skill	- Trained in one additional class skill.

DAMAGE WORKSPACE							
ABILITY	DAMAGE	ABIL	FEAT	ENH	MISC	MISC	
Sacred Flame - Holy Symbol	1d6+5	5					

CLASS / PATH / DESTINY FEATURES	
Human Defense Bonuses	- +1 to Fortitude, Reflex, and Will.
Human Power Selection	- Choose an option for your human character.
Bonus At-Will Power	- Know one extra 1st-level attack power from your class.

DAMAGE WORKSPACE							
ABILITY	DAMAGE	ABIL	FEAT	ENH	MISC	MISC	
Lance of Faith - Holy Symbol	1d8+5	5					

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

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.

DAMAGE WORKSPACE							
ABILITY	DAMAGE	ABIL	FEAT	ENH	MISC	MISC	
Melee Basic Attack - Morningstar	1d10+3	3					

LANGUAGES KNOWN	
Common, Elven	

DAMAGE WORKSPACE							
ABILITY	DAMAGE	ABIL	FEAT	ENH	MISC	MISC	
Righteous Brand - Morningstar	1d10+3	3					

FEATS	
Action Surge	- +3 to attacks when you spend an action point
Ritual Caster	- Master and perform rituals
Human Perseverance	- +1 to saving throws
Toughness	- Gain 5 additional hit points, 10 at 11th, 15 at 21st
Lightning Reflexes	- +2 to Reflex defense, +3 at 11th, +4 at 21st

DAMAGE WORKSPACE							
ABILITY	DAMAGE	ABIL	FEAT	ENH	MISC	MISC	
Melee Basic Attack - Unarmed	1d4+3	3					

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
7	vs AC	Morningstar	1d10+3

POWER INDEX

List your powers below.
 Check the box when the power is used.
 Clear the box when the power renews.

AT-WILL POWERS

Sacred Flame	
Righteous Brand	
Lance of Faith	

ENCOUNTER POWERS

Second Wind	<input type="checkbox"/>
Divine Glow	<input type="checkbox"/>
Divine Fortune	<input type="checkbox"/>
Turn Undead	<input type="checkbox"/>
Command	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Beacon of Hope	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Healing Word	<input type="checkbox"/>	<input type="checkbox"/>
Bless	<input type="checkbox"/>	
	<input type="checkbox"/>	

OTHER EQUIPMENT

Ritual Book
Chainmail (E)
Holy Symbol
Morningstar (E)

COINS AND OTHER WEALTH

Money on hand: 40 gp
Stored money: 0 gp
Encumbrance: 52 / 170

MAGIC ITEM INDEX

List your powers below.
 Check the box when the power is used.
 Clear the box when the power renews.

MAGIC ITEMS

WEAPON	<input type="checkbox"/>
ARMOR	<input type="checkbox"/>
ARMS	<input type="checkbox"/>
FEET	<input type="checkbox"/>
HANDS	<input type="checkbox"/>
HEAD	<input type="checkbox"/>
NECK	<input type="checkbox"/>
RING	<input type="checkbox"/>
RING	<input type="checkbox"/>
WAIST	<input type="checkbox"/>
	<input type="checkbox"/>

Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>								
Paragon (11-20)	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>							
Epic (21-30)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>						

RITUALS / ALCHEMY

Gentle Repose

PERSONALITY TRAITS**MANNERISMS AND APPEARANCE****CHARACTER BACKGROUND****COMPANIONS AND ALLIES****SESSION AND CAMPAIGN NOTES**

CHARACTER NAME

PLAYER NAME

RACE Human CLASS Cleric LEVEL 4

SCORE	ABILITY	MOD
HP	STR	+3
44	17	
Spd	CON	+1
5	12	
Init	DEX	+0
+2	11	
	INT	+0
	11	
	WIS	+5
	20	
	CHA	+3
	16	

AC 18

Fort 16

Ref 15

Will 20

22 Passive Insight

17 Passive Perception

Skills

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

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS

Action Surge: You gain a +3 bonus to attack rolls you make during any action you gain by spending an action point.



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

Second Wind

KEYWORDS Standard, Personal

ACTION Standard, Personal

RANGE

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 11 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 4 BOOK PH

PLAY DATA

Sacred Flame

KEYWORDS Divine, Implement, Radiant

ACTION Standard, Ranged 5

RANGE Ranged 5

7 vs Reflex

ATTACK DEFENSE TARGET

Attack: Wisdom vs. Reflex
Hit: 1d6 + Wisdom modifier (+5) radiant damage, and one ally you can see chooses either to gain temporary hit points equal to your Charisma modifier (+3) + one-half your level or to make a saving throw. Increase damage to 2d6 + Wisdom modifier (+5) at 21st level.

Morningstar: +7 attack, 1d6+5 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

ENCOUNTER SPECIAL

Righteous Brand

KEYWORDS Divine, Weapon

ACTION Standard, Melee weapon

RANGE

7 vs AC

ATTACK DEFENSE TARGET

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

Morningstar: +7 attack, 1d10+3 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

UTILITY POWER

Lance of Faith

KEYWORDS Divine, Implement, Radiant

ACTION Standard, Ranged 5

RANGE Ranged 5

7 vs Reflex

ATTACK DEFENSE TARGET

Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier (+5) radiant damage, and one ally you can see gains a +2 power bonus to his or her next attack roll against the target. Increase damage to 2d8 + Wisdom modifier (+5) at 21st level.

Morningstar: +7 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

AT-WILL POWER

Divine Glow

KEYWORDS Divine, Implement, Radiant

ACTION Standard, Close blast 3

RANGE Close blast 3

7 vs Reflex

ATTACK DEFENSE TARGET

Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier (+5) radiant damage.
Effect: Allies in the blast gain a +2 power bonus to attack rolls until the end of your next turn.

Morningstar: +7 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

AT-WILL POWER

Divine Fortune

KEYWORDS Divine

ACTION Free, 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 1 BOOK PH

AT-WILL POWER

ENCOUNTER POWER

ENCOUNTER POWER

Turn Undead

KEYWORDS: Divine, Implement, Radiant

Standard: Close burst 2 (5 at 11th level, 8 at 15th level)

ACTION 2 **RANGE**

7 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 (+5) radiant damage, and you push the target a number of squares equal to 3 + your Charisma modifier (+3). The target is immobilized until the end of your next turn.
 Increase damage to 2d10 + Wisdom modifier (+5) at 5th level, 3d10 + Wisdom modifier (+5) at 11th level, 4d10 + Wisdom modifier (+5) at 15th level, 5d10 + Wisdom modifier (+5) at 21st level, and 6d10 + Wisdom modifier (+5) at 25th level.
Miss: Half damage, and the target is not pushed or immobilized.

Morningstar: +7 attack, 1d10+5 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Command

KEYWORDS: Charm, Divine, Implement

Standard: Ranged 10

ACTION 10 **RANGE**

7 vs **Will** One creature

ATTACK **DEFENSE** **TARGET**

Attack: Wisdom vs. Will
Hit: The target is dazed until the end of your next turn. In addition, you can choose to knock the target prone or slide the target a number of squares equal to 3 + your Charisma modifier (+3).

Morningstar: +7 attack

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 3 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Beacon of Hope

KEYWORDS: Divine, Healing, Implement

Standard: Close burst 3

ACTION 3 **RANGE**

7 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.

Morningstar: +7 attack

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

DAILY POWER DUNGEONS & DRAGONS

Healing Word

KEYWORDS: Healing

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

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.

Unarmed: +2 attack

ADDITIONAL EFFECTS

CLASS Cleric LEVEL BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

Bless

KEYWORDS: Divine

Minor: Close burst 20

ACTION 20 **RANGE**

AT-WILL ENCOUNTER DAILY

Target: You and each ally in the burst
Effect: Each target gains a +1 power bonus to attack rolls until the end of the encounter.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 2 BOOK PH

UTILITY POWER DUNGEONS & DRAGONS