

Player Name

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

Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
2	Initiative	2	

CONDITIONAL MODIFIERS

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

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
44	22	11
	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 +1 to all saving throws		
RESISTANCES		
CURRENT CONDITIONS AND EFFECTS		

SKILLS

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

DEFENSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

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

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

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

MOVEMENT

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

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
22	Passive Insight	10	+

17	Passive Perception	10	+
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SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Sacred Flame - Holy Symbol

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+	7	2	5				

ABILITY: Lance of Faith - Holy Symbol

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+	7	2	5				

ABILITY: Melee Basic Attack - Morningstar

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+	7	2	3		2		

ABILITY: Righteous Brand - Morningstar

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+	7	2	3		2		

DAMAGE WORKSPACE

ABILITY: Sacred Flame - Holy Symbol

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+5	5				

ABILITY: Lance of Faith - Holy Symbol

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+5	5				

ABILITY: Melee Basic Attack - Morningstar

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+3	3				

ABILITY: Righteous Brand - Morningstar

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+3	3				

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
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 ☐

Divine Glow ☐

Divine Fortune ☐

Turn Undead □

Command	
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DAILY POWERS

Beacon of Hope ☐

UTILITY POWERS

Healing Word ☐ ☐

Bless	
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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

WEAPON	
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WEAPON	
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WEAPON	
--------	--

ARMOR	
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ARMS	
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FEET	
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HANDS	
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HEAD	
------	--

NECK

RING	
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RING	
------	--

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

AC 18	Fort 16	Ref 15	Will 20
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22	Passive Insight	17	Passive Perception
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PLAY DATA

Second Wind







KEYWORDS		USED
Standard	  	Personal
ACTION	  	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> 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	LEVEL	BOOK PH

UTILITY POWER

Lance of Faith

KEYWORDS		USED
Standard	  	Ranged 5
ACTION	  	RANGE
7	vs Reflex	One creature
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	LEVEL	BOOK PH







AT-WILL POWER

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	
CLASS	LEVEL

PLAY DATA

Sacred Flame

KEYWORDS		USED
Standard	  	Ranged 5
ACTION	  	RANGE
7	vs Reflex	One creature
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	LEVEL	BOOK PH

AT-WILL POWER

Divine Glow


KEYWORDS		USED
Standard	  	Close blast 3
ACTION	  	RANGE
7	vs Reflex	Each enemy in blast
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	LEVEL	BOOK PH

ENCOUNTER POWER

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.	

ENCOUNTER SPECIAL

Righteous Brand

KEYWORDS		USED
Standard	  	Melee weapon
ACTION	  	RANGE
7	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 +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	LEVEL	BOOK PH

AT-WILL POWER

Divine Fortune

KEYWORDS		USED
Free	  	Personal
ACTION	  	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	LEVEL	BOOK PH

ENCOUNTER POWER

Turn Undead

KEYWORDS

Divine, Implement, Radiant

USED

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

USED

Standard

Ranged 10

ACTION

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

USED

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

USED

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

USED

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