

Player Name

Jack Harrison 4 Cleric 3,750  
 Character Name Level Class Total XP  
 Human Medium Paragon Path Epic Destiny Total XP  
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
3	1	2	

CONDITIONAL MODIFIERS

### DEFENSES

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

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
11	STR Strength	0	2
14	CON Constitution	2	4
12	DEX Dexterity	1	3
8	INT Intelligence	-1	1
18	WIS Wisdom	4	6
16	CHA Charisma	3	5

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
20	WILL	12	4	2		1	1	

CONDITIONAL BONUSES

### 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 - Unarmed

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

ABILITY: Ranged Basic Attack - Unarmed

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

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0				

ABILITY: Ranged Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+1	1				

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
2	vs AC	Unarmed (Melee)	1d4
3	vs AC	Unarmed (Range)	1d4+1
	vs		
	vs		

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	
1/2 HP	1/4 HP	SURGE VALUE	SURGES/DAY
41	20	10	9

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

- Bonus Feat** - Choose an extra feat at 1st level.
- Bonus Skill** - Trained in one additional class skill.
- Bonus At-Will Power** - Know one extra 1st-level attack power from your class.

**Human Defense Bonuses** - +1 to Fortitude, Reflex, and Will.

### 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.

### FEATS

- Pacifist Healer** - Your healing powers are better, but you're punished for damaging bloodied foes
- Ritual Caster** - Master and perform rituals
- Implement Expertise (holy symbol)** - +1 to attack rolls with holy symbols
- Shielding Word** - Healing word target gains +2 defenses until start of your next turn
- Defensive Healing Word** - Bonus to recipient's defenses when you use healing word

### SKILLS

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

### LANGUAGES KNOWN

Common, Goblin

**POWER INDEX**

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

**AT-WILL POWERS**

Astral Seal	
Sacred Flame	
Lance of Faith	

**ENCOUNTER POWERS**

Divine Fortune	<input type="checkbox"/>
Healer's Mercy	<input type="checkbox"/>
Healing Word	<input type="checkbox"/> <input type="checkbox"/>
Exacting Utterance	<input type="checkbox"/>
Astral Flare	<input type="checkbox"/>
	<input type="checkbox"/>

**DAILY POWERS**

Moment of Glory	<input type="checkbox"/>
	<input type="checkbox"/>

**UTILITY POWERS**

Life Transference	<input type="checkbox"/>
	<input type="checkbox"/>

**OTHER EQUIPMENT**

Ritual Book

**COINS AND OTHER WEALTH**

Money on hand: 0 gp
Stored money:
Encumbrance: 43 / 110

**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	Healer's Chainmail +1 (E)	<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS		<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK	Healer's Brooch +1 (E)	<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
	Symbol of Hope +1 (Off-hand) (E)	<input type="checkbox"/>
	Battle Standard of Healing (heroic tier) ()	<input type="checkbox"/>
		<input type="checkbox"/>

*Daily Item Powers Per Day*

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

**RITUALS / ALCHEMY**

Gentle Repose

**CHARACTER PORTRAIT**



**PERSONALITY TRAITS**


**MANNERISMS AND APPEARANCE**


**CHARACTER BACKGROUND**

**Veteran of a Religious War**  
 You fought hard for a divine cause but later turned away from that life. Why did you take up arms for your god? Is the war over, or are people still fighting it? Have you left that life behind, or do the feelings that brought you to battle for your religion still seethe within you?

**COMPANIONS AND ALLIES**


**SESSION AND CAMPAIGN NOTES**


CHARACTER NAME  
**Jack Harrison**

PLAYER NAME

RACE Human CLASS Cleric LEVEL 4

<b>HP</b> 41	<b>STR</b> 11	<b>AC</b> 19
<b>Spd</b> 5	<b>CON</b> 14	<b>Fort</b> 16
<b>Init</b> +3	<b>DEX</b> 12	<b>Ref</b> 15
	<b>INT</b> 8	<b>Will</b> 20
	<b>WIS</b> 18	
	<b>CHA</b> 16	

**21** Passive Insight    **16** Passive Perception

**PLAY DATA** DUNGEONS & DRAGONS



**ENCOUNTER SPECIAL** DUNGEONS & DRAGONS

Second Wind

KEYWORDS USED

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 10 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

Astral Seal

KEYWORDS Divine, Healing, Implement USED

Standard	Ranged 5
<b>ACTION</b>	<b>RANGE</b>
10 vs Reflex	One creature
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

**Attack:** Wisdom +2 vs. Reflex  
**Hit:** Until the end of your next turn, the target takes a -2 penalty to all defenses. The next ally who hits it before the end of your next turn regains hit points equal to 2 + your Charisma modifier (+3).

Symbol of Hope +1: +10 attack regain an additional 6 hit points.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK DP

**AT-WILL POWER** DUNGEONS & DRAGONS

Sacred Flame

KEYWORDS Divine, Implement, Radiant USED

Standard	Ranged 5
<b>ACTION</b>	<b>RANGE</b>
8 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 (+3) + one-half your level or to make a saving throw. Increase damage to 2d6 + Wisdom modifier (+4) at 21st level.

Symbol of Hope +1: +8 attack, 1d6+5 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

**AT-WILL POWER** DUNGEONS & DRAGONS

Lance of Faith

KEYWORDS Divine, Implement, Radiant USED

Standard	Ranged 5
<b>ACTION</b>	<b>RANGE</b>
8 vs Reflex	One creature
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

**Attack:** Wisdom vs. Reflex  
**Hit:** 1d8 + Wisdom modifier (+4) 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 (+4) at 21st level.

Symbol of Hope +1: +8 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

**AT-WILL 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

Healer's Mercy

KEYWORDS Divine, Healing USED

Standard	Close burst 5
<b>ACTION</b>	<b>RANGE</b>
5 vs	Each bloodied ally in burst
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

**Channel Divinity:** You can use only one channel divinity power per encounter  
**Effect:** Each target can spend a healing surge. You are weakened until the end of your next turn.

Unarmed: +2 attack regain an additional 6 hit points.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL BOOK DP

**ENCOUNTER POWER** DUNGEONS & DRAGONS

Healing Word

KEYWORDS Divine, Healing USED

Minor	Close burst 5 (10 at 11th level, 15 at 16th 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: +2 attack regain an additional 6 hit points.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL BOOK PH

**ENCOUNTER POWER** DUNGEONS & DRAGONS

### Exacting Utterance

KEYWORDS Divine, Implement USED

Standard	5	Ranged 5
<b>ACTION</b>	<b>RANGE</b>	
8	vs Will	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Wisdom vs. Will  
**Hit:** Until the end of your next turn, the target gains vulnerability to all damage equal to your Wisdom modifier (+4), and any ally who attacks the target gains temporary hit points equal to your Wisdom modifier (+4).

Symbol of Hope +1: +8 attack

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK DP

**ENCOUNTER POWER**

### Astral Flare

KEYWORDS Divine, Implement USED

Standard		Close burst 3
<b>ACTION</b>	3	<b>RANGE</b>
8	vs Will	Each enemy in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Wisdom vs. Will  
**Hit:** The target is dazed until the end of your next turn.

Symbol of Hope +1: +8 attack

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 3 BOOK DP

**ENCOUNTER POWER**

### Moment of Glory

KEYWORDS Divine, Fear, Implement USED

Standard		Close blast 5
<b>ACTION</b>	5	<b>RANGE</b>
8	vs Will	Each enemy in blast
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Wisdom vs. Will  
**Hit:** You push the target 3 squares and knock it prone.  
**Effect:** You and each ally in the blast gain resist 5 to all damage until the end of your next turn.  
**Sustain Minor:** The effect persists.

Symbol of Hope +1: +8 attack

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK DP

**DAILY POWER**

### Life Transference

KEYWORDS Divine, Healing USED

Standard	*	Melee touch
<b>ACTION</b>		<b>RANGE</b>
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Target:** One creature  
**Effect:** You take damage equal to your healing surge value, which can't be reduced in any way. The target regains hit points equal to twice that value.

Unarmed: +2 attack  
 regain an additional 6 hit points.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 2 BOOK DP

**UTILITY POWER**

### Symbol of Hope +1

DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		3	+1d6 damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER

**Power (Daily):** Immediate Reaction. You can use this power when you or an ally within 5 squares of you is hit by an effect that a save can end. You or the ally gains a +5 power bonus to saving throws against the effect.

ITEM SLOT Off-hand WEIGHT 0 PRICE 680 BOOK PH

**MAGIC WEAPON**

### Healer's Chainmail +1

AC BONUS	CHECK	SPEED	QUANTITY
6	-1	-1	1
+1 AC		5	Armor
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

When you use a healing power, the target regains additional hit points equal to the armor's enhancement bonus.

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT Body WEIGHT 40 PRICE 1000 BOOK PH

**MAGIC ITEM**

### Healer's Brooch +1

AC BONUS	CHECK	SPEED	QUANTITY
+1 Fortitude, Reflex, and Will		4	1
+1 Fortitude, Reflex, and Will		4	Neck Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

When you use a power that enables you or an ally to regain hit points, add the brooch's enhancement bonus to the hit points gained.

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT Neck WEIGHT 0 PRICE 840 BOOK AV

**MAGIC ITEM**

### Battle Standard of Healing (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		3	1
		3	Wondrous Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER

**Power (Encounter • Healing, Zone):** Standard Action. When you plant the battle standard in your space or an adjacent square, it creates a zone of healing energy in a close burst 5. Whenever you or an ally spends a healing surge while in the zone, you and all allies in the zone regain 1 hit point. This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.

ITEM SLOT WEIGHT 0 PRICE 680 BOOK AV

**MAGIC ITEM**