

Jack Harrison
Character Name
Human

4
Level

Cleric
Class

Paragon Path

Epic Destiny

3,750
Total XP

Medium

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
3	1	2	

CONDITIONAL MODIFIERS

ABILITY SCORES		
SCORE	ABILITY	MOD + 1/2 LVL
11	STR Strength	0
14	CON Constitution	2
12	DEX Dexterity	1
8	INT Intelligence	-1
18	WIS Wisdom	4
16	CHA Charisma	3

HIT POINTS			
MAX HP	BLOODIED	HEALING SURGES	
		SURGE VALUE	SURGES/DAY
41	20	10	9
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
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

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

LANGUAGES KNOWN	
Common, Goblin	

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

SPECIAL MOVEMENT

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
21	Passive Insight	10	+
16	Passive Perception	10	+

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		

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

CHARACTER NAME
Jack Harrison

PLAYER NAME

RACEHuman

CLASSCleric

LEVEL4

HP

41

STR

11

AC

19

Spd

5

CON

14

Fort

16

Init

+3

DEX

12

Ref

15

INT

8

WIS

18

CHA

16

Will

20

21

Passive Insight

16

Passive Perception

PLAY DATA

DUNGEONS & DRAGONS®



ENCOUNTER SPECIAL

DUNGEONS & DRAGONS®

Second Wind

KEYWORDS

USED

Standard

5

Personal

ACTION

RANGE

vs

Self

ATTACK

DEFENSE

TARGET

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

BOOKPH

ENCOUNTER ACTION

DUNGEONS & DRAGONS®

Astral Seal

KEYWORDS

Divine, Healing, Implement

USED

Standard

5

Ranged 5

ACTION

RANGE

10

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

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

CLASSCleric

LEVEL1

BOOKDP

AT-WILL POWER

DUNGEONS & DRAGONS®

Sacred Flame

KEYWORDS

Divine, Implement, Radiant

USED

Standard

5

Ranged 5

ACTION

RANGE

8

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 (+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

CLASSCleric

LEVEL1

BOOKPH

AT-WILL POWER

DUNGEONS & DRAGONS®

Lance of Faith

KEYWORDS

Divine, Implement, Radiant

USED

Standard

5

Ranged 5

ACTION

RANGE

8

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

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

CLASSCleric

LEVEL1

BOOKPH

AT-WILL POWER

DUNGEONS & DRAGONS®

Divine Fortune

KEYWORDS

Divine

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

CLASSCleric

LEVEL

BOOKPH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Healer's Mercy

KEYWORDS

Divine, Healing

USED

Standard

5

Close burst 5

ACTION

RANGE

vs

Each bloodied ally in burst

ATTACK

DEFENSE

TARGET

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

CLASSCleric

LEVEL

BOOKDP

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Healing Word

KEYWORDS

Divine, Healing

USED

Minor

5

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

ACTION

RANGE

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: +2 attack regain an additional 6 hit points.

ADDITIONAL EFFECTS

CLASSCleric

LEVEL

BOOKPH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Exacting Utterance

KEYWORDS

Divine, Implement

USED

Standard

↓

5

↗

↶

↷

Ranged 5

ACTION

↶

↷

RANGE

8

vs

Will

One creature

ATTACK

DEFENSE

TARGET

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

ACTION

↶

↷

RANGE

8

vs

Will

Each enemy in burst

ATTACK

DEFENSE

TARGET

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

ACTION

↶

↷

RANGE

8

vs

Will

Each enemy in blast

ATTACK

DEFENSE

TARGET

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

ACTION

↶

↷

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ 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

6

-1

-1

1

AC BONUS

CHECK

SPEED

QUANTITY

+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

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

Wondrous Item

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

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.

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

WEIGHT

0

PRICE

680

BOOK

AV

MAGIC ITEM