

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

1

Level

Marius

Good male Elf Cleric (Templar)

110

5' 8"

150 lb.

Medium

Corellon

Age

Height

Weight

Size

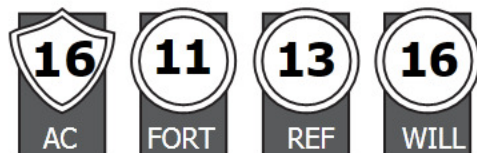
Deity

0

Total XP

1000

Defenses



Conditional Bonuses

Hit Points

Max HP
(Bloodied 12) **25**

Temp HP

Current Hit Points

Healing Surges

Surge Value

Surges/Day

6

8

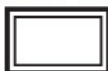
Current Conditions:

Action Points

Action Points

Milestones

Action Points



0

1

1

2

2

3

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.

Second Wind (one per encounter)

☐ Used

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

Death Saving Throw Failures



Saving Throw Mods

0

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Dagger

3

Strength vs. AC

1d4

Damage

Ranged

Dagger

6

Dexterity vs. AC

1d4+3

Damage

Languages

Common, Elven



Abilities

		Check
STR	Strength	10 0
CON	Constitution	13 1
DEX	Dexterity	16 3
INT	Intelligence	12 1
WIS	Wisdom	18 4
CHA	Charisma	11 0

Skills

Acrobatics	Dexterity	2
Arcana	Intelligence	6
Athletics	Strength	-1
Bluff	Charisma	0
Diplomacy	Charisma	0
Dungeoneering	Wisdom	4
Endurance	Constitution	0
Heal	Wisdom	9
History	Intelligence	6
Insight	Wisdom	4
Intimidate	Charisma	0
Nature	Wisdom	11
Perception	Wisdom	6
Religion	Intelligence	6
Stealth	Dexterity	2
Streetwise	Charisma	0
Thievery	Dexterity	2

Combat Statistics and Senses

Initiative

3

Conditional Modifiers:

Speed

7

Passive Insight

14

Passive Perception

16

Special Senses: Low-light



Player Name

Marius

Character Name

Character Details

Background

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Dagger

Main Hand

Holy Symbol

Waist

Armor

Hide Armor

Tattoo

Feet

Ki Focus

Other Equipment

Ritual Book
Adventurer's Kit

Total Weight (lbs.)

63

Carrying Capacity
(lbs.)

Treasure

44 gp
0 gp banked

Normal

100

Heavy

200

Max

500

Marius

Player Name

Character Name



Racial Features

Elven Accuracy

Use elven accuracy as an encounter power.

Elven Weapon Proficiency

Proficient with longbow and shortbow.

Fey Origin

Your origin is fey, not natural

Group Awareness

Non-elf allies within 5 get +1 to Perception.

Wild Step

Ignore difficult terrain when shifting (even when shifting multiple squares).

Class/Other Features

Channel Divinity

Invoke a channel divinity class feature or other power; encounter.

Healer's Lore

Add + [Wis mod] to hit points healed by your cleric powers with the healing keyword, if they involve healing surge expenditure.

Ritual Casting

Gain Ritual Caster as a bonus feat.

In addition, you possess a ritual book, and it contains two 1st-level rituals of your choice that you have mastered.

Feats

Ritual Caster

Master and perform rituals

Skill Training (Nature)

Gain training in Nature

Marius

Level 1 Elf Cleric (Templar)

	SCORE	ABILITY	MOD	
HP	10	STR	0	AC
25				16
	13	CON	1	Fort
Spd	16	DEX	3	11
7	12	INT	1	Ref
	18	WIS	4	13
Init	11	CHA	0	Will
+3				16

14 Passive Insight

16 Passive Perception

Skills

Acrobatics	Dexterity	2
Arcana	Intelligence	• 6
Athletics	Strength	-1
Bluff	Charisma	0
Diplomacy	Charisma	0
Dungeoneering	Wisdom	4
Endurance	Constitution	0
Heal	Wisdom	• 9
History	Intelligence	• 6
Insight	Wisdom	4
Intimidate	Charisma	0
Nature	Wisdom	• 11
Perception	Wisdom	6
Religion	Intelligence	• 6
Stealth	Dexterity	2
Streetwise	Charisma	0
Thievery	Dexterity	2

• indicates a trained skill.

Action Point

Base action points: 1

**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

Player Name:

Melee Basic Attack

At-Will ♦ Standard Action

Dagger: +3 vs. AC, 1d4 damage**Melee weapon** **Target:** One creature*You resort to the simple attack you learned when you first picked up a melee weapon.***Keyword:** Weapon**Attack:** Strength vs. AC**Hit:** 1[W] + Str modifier (+0) damage.**Level 21:** 2[W] + Str modifier (+0) damage.

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Dagger: +6 vs. AC, 1d4+3 damage**Ranged weapon** **Target:** One creature*You resort to the simple attack you learned when you first picked up a ranged weapon.***Keyword:** Weapon**Attack:** Dexterity vs. AC**Hit:** 1[W] + Dex modifier (+3) damage.**Level 21:** 2[W] + Dex modifier (+3) damage.

Additional Effects

Basic Attack

Lance of Faith

At-Will ♦ Standard Action

Holy Symbol: +4 vs. Reflex, 1d8+4 damage**Ranged 5** **Target:** One creature*A brilliant ray of light sears your foe with golden radiance. Sparkles of light linger around the target, guiding your ally's attack.***Keywords:** Divine, Implement, Radiant**Attack:** Wisdom vs. Reflex**Hit:** 1d8 + Wis 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.

Additional Effects

Cleric Attack 1

Sacred Flame

At-Will ♦ Standard Action

Holy Symbol: +4 vs. Reflex, 1d6+4 damage**Ranged 5** **Target:** One creature*You bathe your enemy in sacred light, searing it in radiance. You call out to one of your comrades, invigorating him or her with the sight of holy power.***Keywords:** Divine, Implement, Radiant**Attack:** Wisdom vs. Reflex**Hit:** 1d6 + Wis modifier (+4) radiant damage, and one ally you can see chooses either to make a saving throw or to gain temporary hit points equal to your Cha modifier (+0) + one-half your level.

Additional Effects

Cleric Attack 1

Divine Glow

Encounter ♦ Standard Action

Holy Symbol: +4 vs. Reflex, 1d8+4 damage**Close blast 3** **Target:** Each enemy in the blast*With a quick prayer, you invoke a blast of white radiance from your holy symbol. Foes burn in its stern light, but your allies are heartened and guided by it.***Keywords:** Divine, Implement, Radiant**Attack:** Wisdom vs. Reflex**Hit:** 1d8 + Wis modifier (+4) radiant damage.**Effect:** Each ally in the blast gains a +2 power bonus to attack rolls until the end of your next turn.

Additional Effects

Cleric Attack 1

Used ☐**Beacon of Hope**

Daily ♦ Standard Action

Holy Symbol: +4 vs. Will**Close burst 3** **Target:** Each enemy in the burst*You release a burst of divine energy that weakens your foes even as it heals your allies. The energy lingers within your holy symbol for a short time, improving your ability to heal your allies.***Keywords:** Divine, Healing, Implement**Attack:** Wisdom vs. Will**Hit:** The target is weakened until the end of its next turn.**Effect:** You and each ally in the burst regain 5 hit points. Until the end of the encounter, whenever you restore hit points with a healing power, the recipient regains 5 additional hit points.

Additional Effects

Cleric Attack 1

Used ☐

Healing Word

Encounter (Special) ♦ Minor Action

Unarmed:

Close burst 5 (10 at 11th level, 15 at 21st level) **Target:** You or one ally in the burst level)

You utter a soothing word that mends wounds of the body and spirit.

Keyword: Healing

Effect: The target can spend a healing surge and regain 1d6 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.

Additional Effects

Cleric Utility

Used ☐

Divine Fortune

Encounter ♦ Free Action

Personal

In the face of peril, you hold true to your faith and receive a special boon.

Keywords: Channel Divinity, Divine

Effect: You gain a +1 bonus to your next attack roll or saving throw before the end of your next turn.

Special: You can use only one channel divinity power per encounter.

Additional Effects

Cleric Feature

Used ☐

Elven Accuracy

Encounter ♦ Free Action

Personal

With an instant of focus, you take careful aim at your foe and strike with the legendary accuracy of the elves.

Trigger: You make an attack roll and dislike the result.

Effect: Reroll the attack roll. Use the second roll, even if it's lower.

Additional Effects

Elf Racial Power

Used ☐

Turn Undead

Encounter ♦ Standard Action

Holy Symbol: +4 vs. Will, 1d10+4 damage

Close burst 2 (3 at 11th level, 5 at 21st level) **Target:** Each undead creature in the burst

You sear undead foes, push them back, and root them in place.

Keywords: Channel Divinity, Divine, Implement, Radiant

Attack: Wisdom vs. Will

Hit: 1d10 + Wis modifier (+4) radiant damage, and you push the target a number of squares up to 3 + your Cha modifier (+0). The target is immobilized until the end of your next turn.

Miss: Half damage.

Special: You can use only one channel divinity power per encounter.

Additional Effects

Cleric Feature

Used ☐