

Player Name HolyMan

Jarl O'Beth Wolffangs

Character Name

Human

Race

Medium

Size

Male

Gender

1

Level

Cleric

Class

Paragon Path

Good

Alignment

Epic Destiny

The Witchlight Strand

Adventuring Company

Total XP

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
0			

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
18	STR Strength	4	4
13	CON Constitution	1	1
10	DEX Dexterity	0	0
12	INT Intelligence	1	1
14	WIS Wisdom	2	2
11	CHA Charisma	0	0

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
25	12	6
	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		
RESISTANCES		
CURRENT CONDITIONS AND EFFECTS		

SKILLS

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

Jarl O'Beth Wolffangs

DEFENSES

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	FORT	10	4				1	

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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.

LANGUAGES KNOWN

Common, Goblin

MOVEMENT

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

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
17	Passive Insight	10 +	7

12	Passive Perception	10 +	2
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SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Warhammer

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	0	4		2			

ABILITY: Melee Basic Attack - Dagger

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	0	4		3			

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Warhammer

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+4	4				

ABILITY: Melee Basic Attack - Dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+4	4				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
6	vs AC	Warhammer	1d10+4
7	vs AC	Dagger (Melee)	1d4+4
3	vs AC	Dagger (Range)	1d4
4	vs AC	Unarmed (Melee)	1d4+4

FEATS

Student of Battle - Warlord: skill training, inspiring word

1/day

Ritual Caster - Master and perform rituals**Weapon Proficiency (Warhammer)** - Gain proficiency with the Warhammer.

CHARACTER NAME
Jarl O'Beth Wolffangs

PLAYER NAME
HolyMan

RACE Human CLASS Cleric LEVEL 1

	SCORE	ABILITY	MOD
HP	25	STR	+4
Spd	5	DEX	+0
Init	+0	INT	+1
		WIS	+2
		CHA	+0
AC	16		
Fort	15		
Ref	12		
Will	15		
Passive Insight	17		
Passive Perception	12		


Skills

-1	Acrobatics	DEX
6	Arcana	INT (Trained)
8	Athletics	STR (Trained)
0	Bluff	CHA
0	Diplomacy	CHA
2	Dungeoneering	WIS
0	Endurance	CON
7	Heal	WIS (Trained)
6	History	INT (Trained)
7	Insight	WIS (Trained)
0	Intimidate	CHA
2	Nature	WIS
2	Perception	WIS
6	Religion	INT (Trained)
-1	Stealth	DEX
0	Streetwise	CHA
-1	Thievery	DEX

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS









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 DUNGEONS & DRAGONS

Second Wind

KEYWORDS

Standard    Personal

ACTION    RANGE

☐ AT-WILL ☒ ENCOUNTER ☐ DAILY

Effect: You spend a healing surge and regain 6 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS



CLASS Cleric LEVEL 1 BOOK PH



UTILITY POWER DUNGEONS & DRAGONS

PLAY DATA DUNGEONS & DRAGONS

Astral Seal

KEYWORDS Divine, Healing, Implement

Standard  5  Ranged 5

ACTION   RANGE

4 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 (+0).

Holy Symbol: +4 attack
regain an additional 2 hit points.

ADDITIONAL EFFECTS



CLASS Cleric LEVEL 1 BOOK DP



AT-WILL POWER DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Priest's Shield

KEYWORDS Divine, Weapon

Standard   Melee weapon

ACTION   RANGE

6 vs AC One creature

ATTACK DEFENSE TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+4) damage, and you and one adjacent ally gain a +1 power bonus to AC until the end of your next turn. Increase damage to 2[W] + Strength modifier (+4) at 21st level.

Warhammer: +6 attack, 1d10+4 damage
Dagger: +7 attack, 1d4+4 damage



ADDITIONAL EFFECTS



CLASS Cleric LEVEL 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Righteous Brand

KEYWORDS Divine, Weapon

Standard   Melee weapon

ACTION   RANGE

6 vs AC One creature

ATTACK DEFENSE TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+4) 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 (+4) at 21st level.

Warhammer: +6 attack, 1d10+4 damage
Dagger: +7 attack, 1d4+4 damage



ADDITIONAL EFFECTS



CLASS Cleric LEVEL 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Healing Word

KEYWORDS Divine, Healing

Minor   See below

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: +0 attack
regain an additional 2 hit points.



ADDITIONAL EFFECTS



CLASS Cleric LEVEL 1 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

War Priest's Strike

KEYWORDS Divine, Radiant, Weapon

Standard   Melee weapon

ACTION   RANGE

6 vs AC One creature

ATTACK DEFENSE TARGET

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+4) radiant damage. Until the end of your next turn, you and your allies have combat advantage against the target.

Warhammer: +6 attack, 2d10+4 damage
Dagger: +7 attack, 2d4+4 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK DP

ENCOUNTER 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

CLASS

Cleric

LEVEL

BOOK

PH

ENCOUNTER POWER

Healer's Mercy

KEYWORDS

Divine, Healing

USED

Standard

Close burst 5

ACTION

RANGE

vs

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: +0 attack
regain an additional 2 hit points.

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

BOOK

DP

ENCOUNTER POWER

Inspiring Word

KEYWORDS

Healing, Martial

USED

Minor

See below

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: The target can spend a healing surge and regain an additional 1d6 hit points. The amount of additional hit points regained is 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.

Unarmed: +0 attack

ADDITIONAL EFFECTS

CLASS

Warlord

LEVEL

BOOK

PH

DAILY POWER

Moment of Glory

KEYWORDS

Divine, Fear, Implement

USED

Standard

Close blast 5

ACTION

RANGE

2

vs

Will

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.

Holy Symbol: +2 attack

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

1

BOOK

DP

DAILY POWER