

Player Name HolyMan

Jarl O'Beth Wolfangs

1 Cleric

0

Character Name

Level Class

Paragon Path

Epic Destiny

Total XP

Human

Medium

Male

Good

The Witchlight Strand

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
0			

INITIATIVE

DEFENSES

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

DEFENSES

MOVEMENT

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

MOVEMENT

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

ABILITY SCORES

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

DEFENSES

CONDITIONAL BONUS

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

DEFENSES

CONDITIONAL BONUS

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

DEFENSES

CONDITIONAL BONUS

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
17	Passive Insight	10	+

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
12	Passive Perception	10	+

SENSES

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY	ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
Melee Basic Attack - Warhammer	+ 6	0	4		2			
Melee Basic Attack - Dagger	+ 7	0	4		3			

ATTACK WORKSPACE

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
25	12	6

HIT POINTS

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ACTION POINTS

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE

ABILITY	DAMAGE	ABIL	FEAT	ENH	MISC	MISC
Melee Basic Attack - Warhammer	1d10+4	4				
Melee Basic Attack - Dagger	1d4+4	4				

DAMAGE WORKSPACE

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.

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

BASIC ATTACKS

SKILLS

BONUS	SKILL NAME	DEX	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

SKILLS

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

- Student of Battle** - Warlord: skill training, inspiring word 1/day
- Ritual Caster** - Master and perform rituals
- Weapon Proficiency (Warhammer)** - Gain proficiency with the Warhammer.

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	
Priest's Shield	
Righteous Brand	

ENCOUNTER POWERS

Second Wind	<input type="checkbox"/>
Healing Word	<input type="checkbox"/> <input type="checkbox"/>
War Priest's Strike	<input type="checkbox"/>
Divine Fortune	<input type="checkbox"/>
Healer's Mercy	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

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

UTILITY POWERS

	<input type="checkbox"/>

OTHER EQUIPMENT

Ritual Book
Chainmail (E)
Warhammer (E)
Dagger (E)
Adventurer's Kit
Holy Symbol

COINS AND OTHER WEALTH

Money on hand: 19 gp
Stored money: 0 gp
Encumbrance: 83 / 180

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	<input type="checkbox"/>
ARMS	<input type="checkbox"/>
FEET	<input type="checkbox"/>
HANDS	<input type="checkbox"/>
HEAD	<input type="checkbox"/>
NECK	<input type="checkbox"/>
RING	<input type="checkbox"/>
RING	<input type="checkbox"/>
WAIST	<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
Comprehend Language

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME
Jarl O'Beth Wolffangs

PLAYER NAME
HolyMan

RACE Human CLASS Cleric LEVEL 1

SCORE	ABILITY	MOD
HP	STR	+4
25	CON	+1
Spd	DEX	+0
5	INT	+1
Init	WIS	+2
+0	CHA	+0

AC	16
Fort	15
Ref	12
Will	15

17 Passive Insight 12 Passive Perception

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

PLAY DATA DUNGEONS & DRAGONS

ENCOUNTER SPECIAL 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

Astral Seal

KEYWORDS Divine, Healing, Implement 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

Priest's Shield

KEYWORDS Divine, 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

UTILITY POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Righteous Brand

KEYWORDS Divine, 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

Healing Word

KEYWORDS Divine, Healing ACTION RANGE

Minor See below

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

War Priest's Strike

KEYWORDS Divine, Radiant, 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

AT-WILL POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

Divine Fortune			
KEYWORDS Divine			USED
Free			Personal
ACTION			RANGE
	vs		
ATTACK	DEFENSE	TARGET	
<p>Channel Divinity: You can use only one channel divinity power per encounter</p> <p>Effect: You gain a +1 bonus to your next attack roll or saving throw before the end of your next turn.</p>			
ADDITIONAL EFFECTS			
CLASS Cleric	LEVEL	BOOK <i>PH</i>	
ENCOUNTER POWER			

Healer's Mercy			
KEYWORDS Divine, Healing			USED
Standard			Close burst 5
ACTION	5		RANGE
	vs		Each bloodied ally in burst
ATTACK	DEFENSE	TARGET	
<p>Channel Divinity: You can use only one channel divinity power per encounter</p> <p>Effect: Each target can spend a healing surge. You are weakened until the end of your next turn.</p> <p>Unarmed: +0 attack regain an additional 2 hit points.</p>			
ADDITIONAL EFFECTS			
CLASS Cleric	LEVEL	BOOK <i>DP</i>	
ENCOUNTER POWER			

Inspiring Word			
KEYWORDS Healing, Martial			USED
Minor			See below
ACTION			RANGE
	vs		You or one ally in burst
ATTACK	DEFENSE	TARGET	
<p>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.</p> <p>Unarmed: +0 attack</p>			
ADDITIONAL EFFECTS			
CLASS Warlord	LEVEL	BOOK <i>PH</i>	
DAILY POWER			

Moment of Glory			
KEYWORDS Divine, Fear, Implement			USED
Standard			Close blast 5
ACTION	5		RANGE
2	vs	Will	Each enemy in blast
ATTACK	DEFENSE	TARGET	
<p>Attack: Wisdom vs. Will</p> <p>Hit: You push the target 3 squares and knock it prone.</p> <p>Effect: You and each ally in the blast gain resist 5 to all damage until the end of your next turn.</p> <p>Sustain Minor: The effect persists.</p> <p>Holy Symbol: +2 attack</p>			
ADDITIONAL EFFECTS			
CLASS Cleric	LEVEL 1	BOOK <i>DP</i>	
DAILY POWER			