

Player Name _____

 Sahyr Rayasa 1 Cleric Paragon Path Epic Destiny Total XP 0

 Longtooth Shifter Medium Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
0			

CONDITIONAL MODIFIERS

DEFENSES

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

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

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

FORT

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

CONDITIONAL BONUSES

REF

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

CONDITIONAL BONUSES

WILL

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

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
19	Passive Insight	10	+
14	Passive Perception	10	+

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Fullblade

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

ABILITY: Melee Basic Attack - Unarmed

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

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
24	12	6

1/2 HP: _____ 1/4 HP: _____

HEALING SURGES: SURGE VALUE _____ SURGES/DAY _____

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

Longtooth Shifting - Use longtooth shifting as an encounter power

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Fullblade

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d12+4	4				

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+4	4				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
7	vs AC	Fullblade	1d12+4
4	vs AC	Unarmed (Melee)	1d4+4
0	vs AC	Unarmed (Range)	1d4
	vs		

SKILLS

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

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

Ritual Caster - Master and perform rituals

Weapon Proficiency (Fullblade) - Gain proficiency with the Fullblade.

LANGUAGES KNOWN

Common, Elven

CHARACTER NAME
Sahyr Rayasa
PLAYER NAME

RACE Longtooth Shifter CLASS Cleric LEVEL 1

HP 24	STR 18	AC 10
Spd 6	CON 12	Fort 14
Init +0	DEX 10	Ref 10
	INT 8	Will 16
	WIS 18	
	CHA 12	

19 Passive Insight **14** Passive Perception

PLAY DATA DUNGEONS & DRAGONS



ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Second Wind

KEYWORDS: USED

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 LEVEL BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

Righteous Brand

KEYWORDS: Divine, Weapon USED

Standard * Melee weapon

ACTION **RANGE**

7 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 power bonus to melee attack rolls against the target equal to your Strength modifier (+4) until the end of your next turn.
Increase damage to 2[W] + Strength modifier (+4) at 21st level.
Fullblade: +7 attack, 1d12+4 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Recovery Strike

KEYWORDS: Divine, Healing, Weapon USED

Standard * Melee weapon

ACTION **RANGE**

7 vs AC One creature

ATTACK **DEFENSE** **TARGET**

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+4) damage, and the next ally who hits the target before the end of your next turn regains hit points equal to your Charisma modifier (+1).
Level 21: 2[W] + Strength modifier (+4) damage.
Fullblade: +7 attack, 1d12+4 damage regain an additional 4 hit points.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK DP

AT-WILL POWER DUNGEONS & DRAGONS

Longtooth Shifting

KEYWORDS: Healing USED

Minor Personal

ACTION **RANGE**

vs

ATTACK **DEFENSE** **TARGET**

Requirement: You must be bloodied.
Effect: Until the end of the encounter, you gain a +2 bonus to damage rolls. In addition, while you are bloodied, you gain regeneration 2.
Level 11: Regeneration 4.
Level 21: Regeneration 6.
Unarmed: +0 attack

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK PH2

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 DUNGEONS & DRAGONS

Turn Undead

KEYWORDS: Divine, Implement, Radiant USED

Standard Close burst 2 (5 at 11th level, 8 at 15th level)

ACTION 2 **RANGE**

4 vs Will Each undead creature in burst

ATTACK **DEFENSE** **TARGET**

Channel Divinity: You can use only one channel divinity power per encounter
Attack: Wisdom vs. Will
Hit: 1d10 + Wisdom modifier (+4) radiant damage, and you push the target a number of squares equal to 3 + your Charisma modifier (+1). The target is immobilized until the end of your next turn.
Increase damage to 2d10 + Wisdom modifier (+4) at 5th level, 3d10 + Wisdom modifier (+4) at 11th level, 4d10 + Wisdom modifier (+4) at 15th level, 5d10 + Wisdom modifier (+4) at 21st level, and 6d10 + Wisdom modifier (+4) at 25th level.
Miss: Half damage, and the target is not pushed or immobilized.
Unarmed: +4 attack, 1d10+4 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Healing Word

KEYWORDS: Divine, Healing USED

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

ACTION 5 **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 4 hit points.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Healing Strike			
KEYWORDS Divine, Healing, Radiant, Weapon			USED
Standard	*  	Melee weapon	
ACTION	 	RANGE	
7	vs	AC	One creature
ATTACK	DEFENSE	TARGET	
<p>Attack: Strength vs. AC Hit: 2[W] + Strength modifier (+4) radiant damage, and the target is marked until the end of your next turn. In addition, you or one ally within 5 squares of you can spend a healing surge.</p> <p>Fullblade: +7 attack, 2d12+4 damage regain an additional 4 hit points.</p>			
ADDITIONAL EFFECTS			
CLASS	Cleric	LEVEL	1
		BOOK	PH
ENCOUNTER POWER			

Beacon of Hope			
KEYWORDS Divine, Healing, Implement			USED
Standard	 	Close burst 3	
ACTION	3  	RANGE	
4	vs	Will	Each enemy in burst
ATTACK	DEFENSE	TARGET	
<p>Attack: Wisdom vs. Will Hit: The target is weakened until the end of its next turn. Effect: You and all your allies in the burst regain 5 hit points, and your healing powers restore +5 hit points until the end of the encounter.</p> <p>Unarmed: +4 attack regain an additional 4 hit points.</p>			
ADDITIONAL EFFECTS			
CLASS	Cleric	LEVEL	1
		BOOK	PH
DAILY POWER			