

Player Name

Sahyr Rayasa

Character Name

Longtooth Shifter

Medium

Race Size Age Gender

1

Cleric

Level

Class

Paragon Path

Epic Destiny

Total XP

0

INITIATIVE

SCORE DEX 1/2 LVL MISC

0 Initiative

CONDITIONAL MODIFIERS

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

HIT POINTS

MAX HP BLOODED HEALING SURGES

24 12 6 8

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

SKILLS

BONUS SKILL NAME ABIL MOD + 1/2 LVL TRND (+5) ARMOR PENALTY MISC

0 Acrobatics DEX 0 0 n/a

4 Arcana INT -1 5 n/a

6 Athletics STR 4 0 n/a 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 n/a 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 2

4 Perception WIS 4 0 n/a

4 Religion INT -1 5 n/a

0 Stealth DEX 0 0 n/a

1 Streetwise CHA 1 0 n/a

0 Thievery DEX 0 0 n/a

DEFENSES

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

10 AC 10

CONDITIONAL BONUSES

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

14 FORT 10 4

CONDITIONAL BONUSES

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

10 REF 10

CONDITIONAL BONUSES

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

16 WILL 10 4 2

CONDITIONAL BONUSES

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

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.

MOVEMENT

SCORE BASE ARMOR ITEM MISC

6 Speed (Squares) 6

SPECIAL MOVEMENT

SENSES

SCORE PASSIVE SENSE BASE SKILL BONUS

19 Passive Insight 10 + 9

14 Passive Perception 10 + 4

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

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

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 ShifterCLASS ClericLEVEL 1

HP

24

Spd

6

Init

+0

18 STR

12 CON

10 DEX

8 INT

18 WIS

12 CHA

AC

10

Fort

14

Ref

10

Will

16

19 Passive Insight

14 Passive Perception

PLAY DATA

DUNGEONS & DRAGONS

ACTION POINT

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 16th level)

ACTION

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 16th level)

ACTION

RANGE

5 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
ATTACK	DEFENSE	TARGET

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.

Fullblade: +7 attack, 2d12+4 damage
regain an additional 4 hit points.





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
ATTACK	DEFENSE	TARGET

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.

Unarmed: +4 attack
regain an additional 4 hit points.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

DAILY POWER 