

CHARACTER NAME
Toady

PLAYER NAME

RACE Bullywug CLASS Warpriest LEVEL 5

	SCORE	ABILITY	MOD
HP	10	STR	+0
50	18	CON	+4
Spd	14	DEX	+2
6	11	INT	+0
Init	18	WIS	+4
+4	8	CHA	-1

AC 19

Fort 18

Ref 17

Will 18

21 Passive Insight **16** Passive Perception

Skills

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

Second Wind

KEYWORDS

Standard ☐ ☐ ☐ Personal ☐

ACTION ☐ ☐ ☐ **RANGE**

☐ AT-WILL ☒ ENCOUNTER ☐ DAILY

Effect: You spend a healing surge and regain 12 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

PLAY DATA

Bull Rush Attack

KEYWORDS

Standard ☒ ☐ ☐ Melee 1 ☐

ACTION ☐ ☐ ☐ **RANGE**

2 vs **Fort** One creature

ATTACK **DEFENSE** **TARGET**

Attack: Strength vs. Fortitude
Hit: You can push the target 1 square and then shift 1 square into the space it left.

Unarmed: +2 attack

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK PH

AT-WILL POWER

ENCOUNTER SPECIAL

Grab Attack

KEYWORDS

Standard ☒ ☐ ☐ Melee touch ☐

ACTION ☐ ☐ ☐ **RANGE**

2 vs **Reflex** One creature that is no more than

ATTACK **DEFENSE** **TARGET**

Requirement: You must have a hand free.
Attack: Strength vs. Reflex
Hit: You grab the target until the end of your next turn. You can end the grab as a free action.
Sustain Minor: The grab persists until the end of your next turn.

Unarmed: +2 attack

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK PH

AT-WILL POWER

Opportunity Attack

KEYWORDS

Opportunity ☒ ☐ ☐ Melee 1 ☐

ACTION ☐ ☐ ☐ **RANGE**

9 vs **AC** The triggering enemy

ATTACK **DEFENSE** **TARGET**

Trigger: An enemy that you can see either leaves a square adjacent to you or uses a ranged or an area power while adjacent to you.
Effect: You make a melee basic attack against the target.

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK PH

AT-WILL POWER

Blessing of Wrath

KEYWORDS Divine, Weapon

Standard ☒ ☐ ☐ Melee weapon ☐

ACTION ☐ ☐ ☐ **RANGE**

9 vs **AC** One creature

ATTACK **DEFENSE** **TARGET**

Attack: Wisdom vs. AC
Hit: 1[W] + Wisdom modifier (+4) damage.
Level 21: 2[W] + Wisdom modifier (+4) damage.
Effect: You or one ally within 5 squares of you gains a power bonus to his or her next damage roll against the target before the end of your next turn. The bonus equals your Constitution modifier (+4).

Mace: +9 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PEHOTFL

AT-WILL POWER

Storm Hammer

KEYWORDS Divine, Lightning, Thunder, Weapon

Standard ☒ ☐ ☐ Melee weapon ☐

ACTION ☐ ☐ ☐ **RANGE**

9 vs **Fort** One creature

ATTACK **DEFENSE** **TARGET**

Attack: Wisdom vs. Fortitude
Hit: 1[W] + Wisdom modifier (+4) lightning and thunder damage.
Level 21: 2[W] + Wisdom modifier (+4) lightning and thunder damage.
Special: When charging, you can use this power in place of a melee basic attack.

Mace: +9 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PEHOTFL

AT-WILL POWER

Smite Undead

KEYWORDS

Channel Divinity, Divine, Radiant, Weapon

USED

Standard

*

↓

Melee weapon

ACTION

↶

✱

RANGE

9

vs

Will

One undead creature

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. Will

Hit: 2[W] + Wisdom modifier (+4) radiant damage, and you push the target a number of squares up to 3 + your Constitution modifier (+4). The target is immobilized until the end of your next turn.

Level 11: 3[W] + Wisdom modifier (+4) radiant damage.

Level 21: 4[W] + Wisdom modifier (+4) radiant damage.

Miss: Half damage.

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

Mace: +9 attack, 2d8+4 damage

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

BOOK

PEHOTFL

ENCOUNTER POWER

DUNGEONS & DRAGONS

Thundering Steel

KEYWORDS

Divine, Thunder, Weapon

USED

Standard

*

↓

Melee weapon

ACTION

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RANGE

9

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier (+4) thunder damage.

Effect: The next time you or an ally hits the target before the start of your next turn, the target takes 3 extra thunder damage.

Mace: +9 attack, 2d8+4 damage

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

1

BOOK

PEHOTFL

ENCOUNTER POWER

DUNGEONS & DRAGONS

Hammering Wind

KEYWORDS

Divine, Thunder, Weapon

USED

Standard

*

↓

Melee weapon

ACTION

↶

✱

RANGE

9

vs

AC

One enemy

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier (+4) thunder damage, and you can push the target 1 square and knock it prone.

Effect: You slide each ally within 3 squares of you up to 2 squares.

Mace: +9 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

3

BOOK

PEHOTFL

ENCOUNTER POWER

DUNGEONS & DRAGONS

Nimbus of Holy Shielding

KEYWORDS

Divine, Radiant, Weapon

USED

Standard

↓

Close burst 1

ACTION

1

↶

✱

RANGE

9

vs

Will

Each enemy in the burst

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. Will

Hit: 1[W] + Wisdom modifier (+4) radiant damage.

Effect: Each ally within 2 squares of you gains a +2 power bonus to all defenses. The bonus lasts until the end of the encounter.

Mace: +9 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

1

BOOK

PEHOTFL

DAILY POWER

DUNGEONS & DRAGONS

Weapon of the Gods

KEYWORDS

Divine

USED

Minor

*

↓

Melee touch

ACTION

↶

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RANGE

vs

One held weapon

ATTACK

DEFENSE

TARGET

Effect: Until the end of the encounter, the target deals 1d6 extra radiant damage when used to make a weapon attack. In addition, whenever an enemy is hit by a weapon attack using the target, that enemy takes a –2 penalty to AC until the end of the next turn of the target's wielder.

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

5

BOOK

PH

DAILY POWER

DUNGEONS & DRAGONS

Healing Word

KEYWORDS

Healing

USED

Minor

↓

Close burst 5 (10 at 11th level, 15 at 16th)

ACTION

5

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✱

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Target: You or one ally in the burst

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

Level 6: 2d6 additional hit points.

Level 11: 3d6 additional hit points.

Level 16: 4d6 additional hit points.

Level 21: 5d6 additional hit points.

Level 26: 6d6 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.

Level 5 Storm Domain: When you use your healing word, one enemy of your choice adjacent to the target of the power takes thunder damage equal to your Constitution modifier (+4).

Storm Domain Feature: When you use your healing word, the target also gains a +2 power bonus to the next damage roll he or she makes before the end of his or her next turn. This bonus increases to +4 at 11th level and +6 at 21st level.

Unarmed: +2 attack

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS

Cure Light Wounds

KEYWORDS

Divine, Healing

USED

Standard

*

↓

Melee touch

ACTION

↶

✱

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Target: You or one creature

Effect: The target regains hit points as if it had spent a healing surge.

Unarmed: +2 attack

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

2

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS

Holy Cleansing

KEYWORDS

Divine

USED

Minor

↓

Close burst 5

ACTION

5

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RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Target: You or one ally in the burst

Effect: The target makes a saving throw with a +5 power bonus against each effect on him or her that a save can end. In addition, if the target suffers from a disease, he or she can spend a healing surge to improve the disease by 2 stages. The target regains no hit points for spending the healing surge. If the target is subject to a petrifying effect, that effect ends but the target loses any remaining healing surges.

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

BOOK

PEHOTFL

UTILITY POWER

DUNGEONS & DRAGONS

Storm Surge

KEYWORDS

Channel Divinity, Divine

USED

Minor

↓

Close burst 2

ACTION

2

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✱

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Target: You or one ally in the burst

Effect: The next time the target makes a damage roll for a melee weapon attack before the end of your next turn, the target deals 4 extra lightning damage.

Level 11: The extra damage increases to 6.

Level 21: The extra damage increases to 8.

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

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

BOOK

PEHOTFL

UTILITY POWER

DUNGEONS & DRAGONS

Create Water


KEYWORDS


Divine

USED

Minor


*






Melee 1

ACTION





RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Target: One empty cup, flask, or similar container that can hold up to 1 gallon of liquid

Effect: You cause the container to fill with fresh, potable water.

ADDITIONAL EFFECTS

CLASS


Cleric

LEVEL

BOOK

PEHOTFL

UTILITY POWER



Alchemist's Fire (level 6)

AC BONUS

CHECK

SPEED

1

QUANTITY

ENHANCEMENT

6

LEVEL

Alchemical

TYPE

PROPERTIES

Rarity: Uncommon Item.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Power (Consumable • Fire): Standard Action.

Make an attack: Area burst 1 within 10; +9 vs. Reflex; on a hit, deal 2d6 fire damage; on miss, deal half damage.

ITEM SLOT

WEIGHT

0

PRICE

75

BOOK

AV

MAGIC ITEM

