

Player Name

 Toady 5 Warpriest

Level Class

Paragon Path

Epic Destiny

5,500

Character Name

Bullywug

Medium

Race Size Age Gender Height Weight Alignment Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	2	2	

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	2
18	CON Constitution	4	6
14	DEX Dexterity	2	4
11	INT Intelligence	0	2
18	WIS Wisdom	4	6
8	CHA Charisma	-1	1

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
		SURGE VALUE SURGES/DAY
50	25	12 11
	1/2 HP	1/4 HP

CURRENT HIT POINTS CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

 USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS +2 to all saving throws

RESISTANCES Resist 5 Lightning, Resist 5 Thunder

CURRENT CONDITIONS AND EFFECTS

SKILLS

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

DEFENSES

SCORE	DEFENSE	10 + ARMOR/1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
19	AC	12	5				2	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	FORT	12	4	1	1			

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	WILL	12	4	1	1			

CONDITIONAL BONUSES

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
<input type="checkbox"/>	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Rancid Air - Gain poison aura 2: enemies that spend

healing surge become weakened.

CLASS / PATH / DESTINY FEATURES

Level 1 Alchemist Feature - Gain the Alchemist Feat, learn

Channel Divinity Powers - Smite Undead power and doma

Storm Domain Features and Powers - +resist 5 lightning

Healing Word - Gain the healing word power; minor action.

Holy Cleansing - Gain the holy cleansing power

Level 5 Domain Feature - Gain a feature associated with y

Level 5 Storm Domain Feature - 1 enemy adjacent to

Level 5 Alchemist Feature - You learn one alchemical forr

LANGUAGES KNOWN

Common, Primordial

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
21	Passive Insight	10	+ 11

16	Passive Perception	10	+ 6
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SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Mace

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 5	2	0		2	1		

ABILITY: Ranged Basic Attack - Crossbow

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

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Mace

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8	0				

ABILITY: Ranged Basic Attack - Crossbow

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+2	2				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
5	vs AC	Mace	1d8
7	vs AC	Crossbow	1d8+2
5	vs AC	Morningstar	1d10
3	vs AC	Unarmed (Melee)	1d4

FEATS

Alchemist - Alchemist bonus feat replaces Ritual Caster class feature.

Improved Defenses - +1/2/3 bonus (by tier) to Fortitude, Reflex, and Will.

Master at Arms - +1/2/3 (by tier) to weapon attack rolls.

Minor action: sheathe one weapon and draw one weapon

Resilient Focus - You gain a +2 feat bonus to saving throws.

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

Thundering Steel

KEYWORDS Divine, Thunder, Weapon USED

Standard	* ↓ ↗	Melee weapon
ACTION	↶ ↷	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

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

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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

Weapon of the Gods

KEYWORDS Divine USED

Minor	* ↓ ↗	Melee touch
ACTION	↶ ↷	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

Healing Word

KEYWORDS Healing USED

Minor	↓ ↗	Close burst 5 (10 at 11th level, 15 at 17th level)
ACTION	5 ↶ ↷	RANGE
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> 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

DAILY POWER DUNGEONS & DRAGONS

DAILY POWER DUNGEONS & DRAGONS

UTILITY POWER DUNGEONS & DRAGONS

Cure Light Wounds

KEYWORDS Divine, Healing USED

Standard	* ↓ ↗	Melee touch
ACTION	↶ ↷	RANGE
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> 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

Holy Cleansing

KEYWORDS Divine USED

Minor	↓ ↗	Close burst 5
ACTION	5 ↶ ↷	RANGE
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> 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

Storm Surge

KEYWORDS Channel Divinity, Divine USED

Minor	↓ ↗	Close burst 2
ACTION	2 ↶ ↷	RANGE
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> 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

UTILITY POWER DUNGEONS & DRAGONS

UTILITY POWER DUNGEONS & DRAGONS

Create Water

KEYWORDS		Divine		USED
Minor	* ↓ ↻	Melee 1		
ACTION	↶ ↷	RANGE		
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY		
<p>Target: One empty cup, flask, or similar container that can hold up to 1 gallon of liquid</p> <p>Effect: You cause the container to fill with fresh, potable water.</p>				
ADDITIONAL EFFECTS				
CLASS	Cleric	LEVEL		BOOK
				PEHOTFL

UTILITY POWER 

Alchemist's Fire (level 6)

AC BONUS	CHECK	SPEED	QUANTITY
		6	1
ENHANCEMENT		LEVEL	TYPE
		6	Alchemical
PROPERTIES			
Rarity: Uncommon Item.			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> 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	PRICE	BOOK
	0	75	AV

MAGIC ITEM 