

Player Name

Erdan Laethilar		19	Cleric	Silverstar				119,000
Character Name		Level	Class	Paragon Path		Epic Destiny		Total XP
Elf	Medium	90	Male	6'	170	Good	Selûne	
Race	Size	Age	Gender	Height	Weight	Alignment	Deity	

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
15	2	9	4

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
29	AC	19	6			4		

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	7	-1	

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
11	STR Strength	0	9
12	CON Constitution	1	10
15	DEX Dexterity	2	11
11	INT Intelligence	0	9
24	WIS Wisdom	7	16
19	CHA Charisma	4	13

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
31	Passive Insight	10 +	21
28	Passive Perception	10 +	18

SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Radiant Morningstar +4									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	MISC	
+ 15	9	0		2		4			

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Radiant Morningstar +4									
DAMAGE	ABIL	FEAT	ENH	MISC	MISC				
1d10+4	0		4						

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
15	vs AC	Radiant Morningstar +4	1d10+4
13	vs AC	Hand Crossbow	1d6+2
9	vs AC	Unarmed (Melee)	1d4
11	vs AC	Unarmed (Range)	1d4+2

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.

Moonsparked - When you take an action point action, enemies within 5 squares of you can't benefit from concealment or invisibility until end of your next turn.

Goddess of Changes - You are immune to diseases carried by lycanthropes. Treat all weapons and implements you wield as silvered.

Open Discipline - You use your highest ability modifier from Intelligence, Wisdom, or Charisma for your paragon path attack powers. Arcane characters use implements with these powers as normal.

Moon Oracle - When you hit with an attack on your turn, allies within 20 squares of you gain +2 to saving throws until end of your next turn.

LANGUAGES KNOWN

Common, Elven

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
124	62	31		10

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

Elven Weapon Proficiency - Proficient with longbow and shortbow.

Group Awareness - Non-elf allies within 5 get +1 to

Perception.

Elven Accuracy - Use elven accuracy as an encounter power.

Fey Origin - Your origin is fey, not natural.

Wild Step - Ignore difficult terrain when shifting (even when shifting multiple squares).

FEATS

Ritual Caster - Master and perform rituals

Eyes of Selûne - Use Channel Divinity to invoke eyes of Selûne

Improved Initiative - +4 to initiative checks

Toughness - Gain 5 additional hit points per tier

Quick Draw - Draw a weapon with attack action, +2 to initiative

Wintertouched - Gain combat advantage against foe vulnerable to cold

Durable - Increase number of healing surges by 2

Lightning Reflexes - +2 to Reflex defense

Far Shot - Increase projectile weapon range by 5 squares

Inescapable Force - Force powers ignore insubstantial, deal additional damage

Light Step - Add to overland speed of group, +1 to

Acrobatics and Stealth

Improved Second Wind - Heal 5 additional damage with second wind

CHARACTER NAME
Erdan Laethilar
PLAYER NAME

RACE ElfCLASS ClericLEVEL 19

HP
124

STR
11

AC
29

Spd
6

CON
12

Fort
24

Init
+15

DEX
15

Ref
27

WIS
24

CHA
19

Will
32

31 Passive Insight

28 Passive Perception

PLAY DATA

DUNGEONS & DRAGONS

Lance of Faith

KEYWORDS Divine, Implement, RadiantUSED

Standard

5

Ranged 5

ACTION

RANGE

16 vs Reflex

One creature

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier (+7) radiant damage, and one ally you can see gains a +2 power bonus to his or her next attack roll against the target. Increase damage to 2d8 + Wisdom modifier (+7) at 21st level.

Holy Symbol: +16 attack, 1d8+7 damage

ADDITIONAL EFFECTS
+4 to damage rolls when this weapon is used to deal radiant damage - Radiant Weapon +4.

CLASS ClericLEVEL 1BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS

Divine Fortune

KEYWORDS DivineUSED

Free

Personal

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

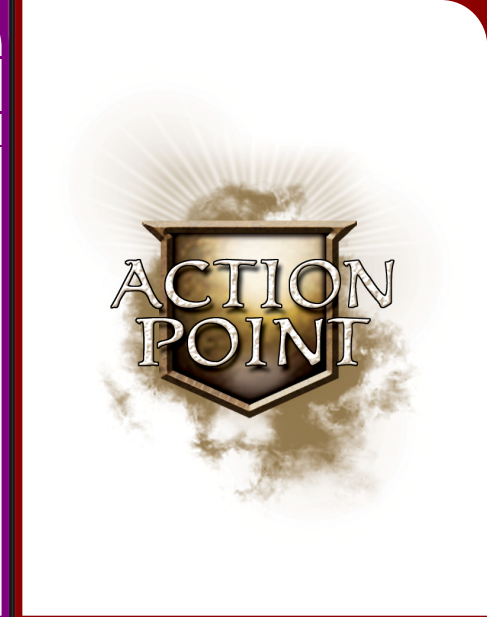
Channel Divinity: You can use only one channel divinity power per encounter
Effect: You gain a +1 bonus to your next attack roll or saving throw before the end of your next turn.

ADDITIONAL EFFECTS

CLASS ClericLEVELBOOK PH

ENCOUNTER POWER

DUNGEONS & DRAGONS



ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

Sacred Flame

KEYWORDS Divine, Implement, RadiantUSED

Standard

5

Ranged 5

ACTION

RANGE

16 vs Reflex

One creature

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. Reflex
Hit: 1d6 + Wisdom modifier (+7) radiant damage, and one ally you can see chooses either to gain temporary hit points equal to your Charisma modifier (+4) + one-half your level or to make a saving throw. Increase damage to 2d6 + Wisdom modifier (+7) at 21st level.

Holy Symbol: +16 attack, 1d6+7 damage

ADDITIONAL EFFECTS
+4 to damage rolls when this weapon is used to deal radiant damage - Radiant Weapon +4.

CLASS ClericLEVEL 1BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS

Turn Undead

KEYWORDS Divine, Implement, RadiantUSED

Standard

2

Close burst 2 (5 at 11th level, 8 at 16th)

ACTION

RANGE

16 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 (+7) radiant damage, and you push the target a number of squares equal to 3 + your Charisma modifier (+4). The target is immobilized until the end of your next turn. Increase damage to 2d10 + Wisdom modifier (+7) at 5th level, 3d10 + Wisdom modifier (+7) at 11th level, 4d10 + Wisdom modifier (+7) at 15th level, 5d10 + Wisdom modifier (+7) at 21st level, and 6d10 + Wisdom modifier (+7) at 25th level.
Miss: Half damage, and the target is not pushed or immobilized.

Holy Symbol: +16 attack, 4d10+7 damage

ADDITIONAL EFFECTS
+4 to damage rolls when this weapon is used to deal radiant damage - Radiant Weapon +4.

CLASS ClericLEVELBOOK PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Second Wind

KEYWORDSUSED

Standard

Personal

ACTION

RANGE

vs

Self

ATTACK

DEFENSE

TARGET

Effect: You spend a healing surge and regain 31 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASSLEVELBOOK PH

ENCOUNTER ACTION

DUNGEONS & DRAGONS

Elven Accuracy

KEYWORDSUSED

Free

Personal

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: Reroll an attack roll. Use the second roll, even if it's lower.

ADDITIONAL EFFECTS

CLASS Racial PowerLEVEL *BOOK PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Healing Word

KEYWORDS Divine, HealingUSED

Minor

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

ACTION

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.

ADDITIONAL EFFECTS

CLASS ClericLEVELBOOK PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Eyes of Selûne

KEYWORDS

Divine

USED

Standard

10

Personal

ACTION

RANGE

16

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

Channel Divinity: You can use only one channel divinity power per encounter
Trigger: You fail a saving throw
Hit: You can immediately reroll the saving throw you just failed.

ADDITIONAL EFFECTS

CLASS

LEVEL 4

BOOK FRPG

ENCOUNTER POWER

DUNGEONS & DRAGONS

Searing Light

KEYWORDS

Divine, Implement, Radiant

USED

Standard

10

Ranged 10

ACTION

RANGE

16

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. Reflex
Hit: 2d6 + Wisdom modifier (+7) radiant damage, and the target is blinded until the end of your next turn.

Holy Symbol: +16 attack, 2d6+7 damage

ADDITIONAL EFFECTS

CLASS

LEVEL 7

BOOK PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Arc of the Righteous

KEYWORDS

Divine, Lightning, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

15

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+0) lightning damage. Make a secondary attack.
Secondary Target: One creature within 3 squares of you
Secondary Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+0) lightning damage.

Radiant Morningstar +4: +15 attack, 2d10+4 damage

ADDITIONAL EFFECTS

CLASS

LEVEL 13

BOOK PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Sentinel Strike

KEYWORDS

Divine, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

15

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC
Hit: 3[W] + Strength modifier (+0) damage.
Choose one ally within 5 squares of you; if the target attacks that ally before the end of your next turn, reduce the target's damage against that ally to 0.

Radiant Morningstar +4: +15 attack, 3d10+4 damage

ADDITIONAL EFFECTS

CLASS

LEVEL 17

BOOK PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Tears of Selûne

KEYWORDS

Divine, Implement, Psychic

USED

Standard

10

Ranged 10

ACTION

RANGE

16

vs

Will

One creature

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. Will, Wisdom vs. Will, or Charisma vs. Will
Hit: While you are bloodied, deal 3d10 + Intelligence, Wisdom, or Charisma modifier psychic damage. If you are not bloodied, the target is instead stunned until the start of its next turn.

Holy Symbol: +16 attack, 1hile damage

ADDITIONAL EFFECTS

CLASS

LEVEL 11

BOOK FRPG

ENCOUNTER POWER

DUNGEONS & DRAGONS

Blade Barrier

KEYWORDS

Conjuration, Divine, Implement

USED

Standard

10

Area wall 5 within 10 squares

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: You conjure a wall of contiguous squares filled with spinning blades of astral energy that lasts until the end of your next turn. The wall can be up to 5 squares long and up to 2 squares high. The spaces occupied by the blade barrier are difficult terrain.
If a creature enters the barrier's space or starts its turn there, it takes 3d6 + Wisdom modifier (+7) damage plus ongoing 5 damage (save ends).
Sustain Minor: The barrier persists.

ADDITIONAL EFFECTS

CLASS

LEVEL 9

BOOK PH

DAILY POWER

DUNGEONS & DRAGONS

Purifying Fire

KEYWORDS

Divine, Fire, Healing, Implement

USED

Standard

10

Area burst 2 within 10 squares

ACTION

2

RANGE

16

vs

Reflex

Each enemy in burst

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. Reflex
Hit: 3d10 + Wisdom modifier (+7) fire damage, and ongoing 10 fire damage (save ends). While this power's ongoing damage is in effect, you and your allies regain hit points equal to 5 + your Charisma modifier (+4) when starting a turn adjacent to one or more targets taking the ongoing damage.
Miss: Half damage, and no ongoing fire damage.

Holy Symbol: +16 attack, 3d10+7 damage regain an additional 7 hit points.

ADDITIONAL EFFECTS

CLASS

LEVEL 15

BOOK PH

DAILY POWER

DUNGEONS & DRAGONS

Fire Storm

KEYWORDS

Divine, Fire, Implement, Zone

USED

Standard

10

Area burst 5 within 10 squares

ACTION

5

RANGE

16

vs

Reflex

Each enemy in burst

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. Reflex
Hit: 5d10 + Wisdom modifier (+7) fire damage.
Miss: Half damage.
Effect: The burst creates a zone of fire that lasts until the end of your next turn. Enemies that start their turn in this zone take 1d10 + Wisdom modifier (+7) fire damage.
Sustain Minor: The zone persists.

Holy Symbol: +16 attack, 5d10+7 damage

ADDITIONAL EFFECTS

CLASS

LEVEL 19

BOOK PH

DAILY POWER

DUNGEONS & DRAGONS

Divine Aid

KEYWORDS

Divine

USED

Standard

5

Ranged 5

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Target: You or one ally
Effect: The target makes a saving throw with a bonus equal to your Charisma modifier (+4).

ADDITIONAL EFFECTS

CLASS

LEVEL 2

BOOK PH

UTILITY POWER

DUNGEONS & DRAGONS

Cure Serious 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 two healing surges.

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

6

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS®

Moonglow

KEYWORDS

Divine

USED

Minor

Personal

ACTION

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Effect: Until the end of the encounter, darkness within 6 squares of you counts as dim light.

ADDITIONAL EFFECTS

CLASS

Silverstar

LEVEL

12

BOOK

FRPG

UTILITY POWER

DUNGEONS & DRAGONS®

Cloak of the Chirurgeon +4

			1
AC BONUS	CHECK	SPEED	QUANTITY
+4 Fortitude, Reflex, and Will	18		Neck Slot Item
ENHANCEMENT	LEVEL		TYPE

PROPERTIES

Gain an item bonus to Heal checks equal to the enhancement bonus of this cloak.

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Power (Daily): Minor Action. An adjacent ally regains 1 healing surge already spent today.

ITEM SLOT

Neck

WEIGHT

0

PRICE

85000

BOOK

AV

MAGIC ITEM

DUNGEONS & DRAGONS®

Mass Cure Light Wounds

KEYWORDS

Divine, Healing

USED

Standard

Close burst 5

ACTION

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Targets: You and each ally in burst
Effect: The targets regain hit points as if they had spent a healing surge. Add your Charisma modifier (+4) to the hit points regained.

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

10

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS®

Radiant Morningstar +4

1d10	2	Mace	
DAMAGE	PROFICIENT	GROUP	RANGE
+4 attack rolls and damage rolls	20	+4d6 radiant damage	
ENHANCEMENT	LEVEL		CRITICAL

PROPERTIES

When this weapon is used to deal radiant damage, add its enhancement bonus as an item bonus to damage rolls.

Melee Basic Attack: +15 attack, 1d10+4 damage

☒ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Power (At-Will • Radiant): Free Action. All damage dealt by this weapon is radiant damage. Another free action returns the damage to normal.

ITEM SLOT

Two-Hands

WEIGHT

8

PRICE

125000

BOOK

PH

MAGIC WEAPON

DUNGEONS & DRAGONS®

Cloak of Peace

KEYWORDS

Divine

USED

Standard

Ranged 10

ACTION

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Target: You or one ally
Effect: The target gains a +5 power bonus to AC and a +10 power bonus to all other defenses until the end of the encounter. This effect ends if the target makes an attack.

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

16

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS®

Voidcrystal Chainmail +4

6	-1	-1	1
AC BONUS	CHECK	SPEED	QUANTITY
+4 AC	19		Armor
ENHANCEMENT	LEVEL		TYPE

PROPERTIES

Power (Daily): Immediate Reaction. Use this power when a melee attack misses your AC. The weapon used to attack you deals only half damage (save ends). If the attacker was unarmed (using a fist or claws, for example), the attacker instead takes ongoing 10 damage (save ends).

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Power (Daily): Immediate Reaction. Use this power when a melee attack misses your AC. The weapon used to attack you deals only half damage (save ends). If the attacker was unarmed (using a fist or claws, for example), the attacker instead takes ongoing 10 damage (save ends).

ITEM SLOT

Body

WEIGHT

40

PRICE

105000

BOOK

PH

MAGIC ITEM

DUNGEONS & DRAGONS®