

Player Name Gary Hoggatt

Zhan Hillforge 1 Cleric Paragon Path Epic Destiny 0
Character Name Level Class
Dwarf Medium 36 Male 4'7" 190 lbs. Unaligned Kord
Race Size Age Gender Height Weight Alignment Deity
Adventuring Company RPGA Number

INITIATIVE

| SCORE | DEX | 1/2 LVL | MISC |
|-----------------------|-----|---------|------|
| 0 | | | |
| INITIATIVE | | | |
| CONDITIONAL MODIFIERS | | | |

DEFENSES

| SCORE | DEFENSE | 10 + 1/2 LVL | ARMOR/ ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------------------|---------|--------------|-------------|-------|------|-----|------|------|
| 16 | AC | 10 | 6 | | | | | |
| CONDITIONAL BONUS | | | | | | | | |

MOVEMENT

| SCORE | BASE | ARMOR | ITEM | MISC |
|------------------|-----------------|-------|------|------|
| 5 | Speed (Squares) | 5 | | |
| SPECIAL MOVEMENT | | | | |

ABILITY SCORES

| SCORE | ABILITY | ABIL MOD | MOD + 1/2 LVL |
|-------|---------------------|----------|---------------|
| 18 | STR Strength | 4 | 4 |
| 15 | CON Constitution | 2 | 2 |
| 10 | DEX Dexterity | 0 | 0 |
| 8 | INT Intelligence | -1 | -1 |
| 15 | WIS Wisdom | 2 | 2 |
| 10 | CHA Charisma | 0 | 0 |

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

| SCORE | DEFENSE | 10 + 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------------------|---------|--------------|------|-------|------|-----|------|------|
| 10 | REF | 10 | | | | | | |
| CONDITIONAL BONUS | | | | | | | | |

| SCORE | DEFENSE | 10 + 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------------------|---------|--------------|------|-------|------|-----|------|------|
| 14 | WILL | 10 | 2 | 2 | | | | |
| CONDITIONAL BONUS | | | | | | | | |

SENSES

| SCORE | PASSIVE SENSE | BASE | SKILL BONUS |
|-------|--------------------|------|-------------|
| 12 | Passive Insight | 10 + | 2 |
| 12 | Passive Perception | 10 + | 2 |

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Greataxe

| ATT BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC |
|-----------|---------|------|-------|------|------|-----|------|
| + 6 | 0 | 4 | | 2 | | | |

ABILITY: Melee Basic Attack - Handaxe

| ATT BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC |
|-----------|---------|------|-------|------|------|-----|------|
| + 6 | 0 | 4 | | 2 | | | |

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Greataxe

| DAMAGE | ABIL | FEAT | ENH | MISC | MISC |
|--------|------|------|-----|------|------|
| 1d12+6 | 4 | 2 | | | |

ABILITY: Melee Basic Attack - Handaxe

| DAMAGE | ABIL | FEAT | ENH | MISC | MISC |
|--------|------|------|-----|------|------|
| 1d6+6 | 4 | 2 | | | |

BASIC ATTACKS

| ATTACK | DEFENSE | WEAPON OR POWER | DAMAGE |
|--------|---------|-------------------------|--------|
| 6 | vs AC | Greataxe | 1d12+6 |
| 6 | vs AC | Handaxe (Melee) | 1d6+6 |
| 6 | vs AC | Handaxe (Range) | 1d6+6 |
| 6 | vs AC | Throwing hammer (Melee) | 1d6+6 |

FEATS

Ritual Caster - Master and perform rituals

Dwarven Weapon Training - +2 damage and proficiency with axes and hammers

ACTION POINTS

| MILESTONES | ACTION POINTS |
|------------|---------------|
| 0 | 1 |
| 1 | 2 |
| 2 | 3 |

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Dwarven Weapon Proficiency - Proficient with throwing

hammer and warhammer.

Cast-Iron Stomach - +5 bonus to saving throws against poison.**Encumbered Speed** - Armor or heavy load doesn't reduce your speed. (Other effects still can.)**Dwarven Resilience** - Second wind is minor action, not standard.**Stand Your Ground** - Can move 1 less when forced to

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.

LANGUAGES KNOWN

Common, Dwarven

| MAX HP | HEALING SURGES |
|--|--------------------------------|
| 27 | BLOODED SURGE VALUE SURGES/DAY |
| | 13 6 9 |
| | 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 +5 racial bonus against poison | |
| RESISTANCES | |
| CURRENT CONDITIONS AND EFFECTS | |

SKILLS

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

CHARACTER NAME
Zhan Hillforge

PLAYER NAME
Gary Hoggatt

RACE Dwarf

CLASS Cleric

LEVEL 1

HP

27

STR

18

AC

16

Spd

5

CON

15

Fort

14

Init

+0

DEX

10

Ref

10

INT

8

WIS

15

Will

14

CHA

10

12

Passive Insight

12

Passive Perception

PLAY DATA

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Second Wind

KEYWORDS

USED

Minor

1

2

3

Personal

ACTION

4

5

6

RANGE

vs

Self

ATTACK

DEFENSE

TARGET

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
Second wind is a minor action for dwarves.

CLASS

LEVEL

BOOK PH

Righteous Brand

KEYWORDS

Divine, Weapon

USED

Standard

*

1

2

Melee weapon

ACTION

3

4

5

RANGE

6

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.

Greataxe: +6 attack, 1d12+6 damage

ADDITIONAL EFFECTS

CLASS Cleric

LEVEL 1

BOOK PH

Priest's Shield

KEYWORDS

Divine, Weapon

USED

Standard

*

1

2

Melee weapon

ACTION

3

4

5

RANGE

6

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+4) damage, and you and one adjacent ally gain a +1 power bonus to AC until the end of your next turn.
Increase damage to 2[W] + Strength modifier (+4) at 21st level.

Greataxe: +6 attack, 1d12+6 damage

ADDITIONAL EFFECTS

CLASS Cleric

LEVEL 1

BOOK PH

Divine Fortune

KEYWORDS

Divine

USED

Free Action

1

2

3

Personal

ACTION

4

5

6

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.
Prerequisite: Channel Divinity, Cleric

ADDITIONAL EFFECTS

CLASS Cleric

LEVEL

BOOK PH

Turn Undead

KEYWORDS

Divine, Implement, Radiant

USED

Standard

1

2

3

Close burst 2 (5 at 11th level, 8 at 21st level)

ACTION

4

5

6

RANGE

2

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 (+2) radiant damage, and you push the target a number of squares equal to 3 + your Charisma modifier (+0). The target is immobilized until the end of your next turn.
Increase damage to 2d10 + Wisdom modifier (+2) at 5th level, 3d10 + Wisdom modifier (+2) at 11th level, 4d10 + Wisdom modifier (+2) at 15th level, 5d10 + Wisdom modifier (+2) at 21st level, and 6d10 + Wisdom modifier (+2) at 25th level.
Miss: Half damage, and the target is not pushed or immobilized.
Prerequisite: Channel Divinity, Cleric

ADDITIONAL EFFECTS

CLASS Cleric

LEVEL

BOOK PH

Healing Word

KEYWORDS

Divine, Healing

USED

Minor

1

2

3

Close burst 5 (10 at 11th level, 15 at 21st level)

ACTION

4

5

6

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.

regain an additional 2 hit points.

ADDITIONAL EFFECTS

CLASS Cleric

LEVEL

BOOK PH

Healing Strike

KEYWORDS

Divine, Healing, Radiant, Weapon

USED

Standard

*

1

2

Melee weapon

ACTION

3

4

5

RANGE

6

vs

AC

One creature

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.

Greataxe: +6 attack, 2d12+6 damage regain an additional 2 hit points.

ADDITIONAL EFFECTS

CLASS Cleric

LEVEL 1

BOOK PH

Avenging Flame

KEYWORDS

Divine, Fire, Weapon

USED

| | | | |
|----------|---|--------------|--------------|
| Standard | <div><div>*</div><div>↓</div><div>↗</div></div> | Melee weapon | |
| ACTION | <div><div>↶</div><div>✱</div></div> | RANGE | |
| 6 | vs | AC | One creature |
| ATTACK | DEFENSE | TARGET | |

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier (+4) damage, and ongoing 5 fire damage (save ends).

Miss: Half damage, and no ongoing fire damage.

Special: If the target attacks on its turn, it can't attempt a saving throw against the ongoing damage.

Greataxe: +6 attack, 2d12+6 damage

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

1

BOOK

PH

DAILY POWER

PH

DRAGONS

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