



Character Sheet

Player Name punchlow

Erigal
Character Name
Dwarf
Race
Medium
Size
104
Age
Male
Gender
135 cm
Height
95 kg
Weight
Lawful Good
Alignment
Moradin
Deity

3
Level
Cleric
Class

Paragon Path

Epic Destiny

2,250
Total XP

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
1		1	
CONDITIONAL MODIFIERS			

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
19	AC	11	7			1		
CONDITIONAL BONUSES								

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	5
13	CON Constitution	1	2
10	DEX Dexterity	0	1
8	INT Intelligence	-1	0
16	WIS Wisdom	3	4
10	CHA Charisma	0	1

HIT POINTS

MAX HP	BLOODIED	SURGE VALUE	HEALING SURGES SURGES/DAY
35	17	8	8
CURRENT HIT POINTS		1/2 HP	1/4 HP
			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			

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3
ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS		

RACE FEATURES

Dwarven Weapon Proficiency - Proficient with hammers.

Cast-Iron Stomach - +5 bonus to saving throws against po

Encumbered Speed - Armor or heavy load doesn't reduce y

Dwarven Resilience - Second wind is minor action.

Stand Your Ground - Can move 1 less when forced to mov

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

punchlow

Erigal

CHARACTER NAME

Erigal

PLAYER NAME

punchlow

RACE Dwarf

CLASS Cleric

LEVEL 3

HP

35

AC

19

Fort

15

Ref

11

Will

16

Passive Insight

19

Passive Perception

16

SCORE ABILITY MOD

18 STR +4

13 CON +1

10 DEX +0

8 INT -1

16 WIS +3

10 CHA +0

Skills

1 Acrobatics

DEX

0 Arcana

INT

5 Athletics

STR

1 Bluff

CHA

1 Diplomacy

CHA

6 Dungeoneering

WIS

5 Endurance

CON

9 Heal

WIS (Trained)

5 History

INT (Trained)

9 Insight

WIS (Trained)

1 Intimidate

CHA

4 Nature

WIS

6 Perception

WIS

5 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

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

Minor

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect: You spend a healing surge and regain 8 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

PLAY DATA

DUNGEONS & DRAGONS

Righteous Brand

KEYWORDS

Divine, Weapon

USED

Standard

* 4

Melee weapon

ACTION

RANGE

8 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 +3 power bonus to melee attack rolls against the target until the end of your next turn.
Increase damage to 2[W] + Strength modifier (+4) at 21st level.
Avalanche Hammer Mordenkrad +1: +8 attack, 2d6+7 damage

ADDITIONAL EFFECTS

CLASS Cleric

LEVEL 1

BOOK PH

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

Lance of Faith

KEYWORDS

Divine, Implement, Radiant

USED

Standard

5

Ranged 5

ACTION

RANGE

5 vs Reflex

One creature

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier (+3) 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 (+3) at 21st level.
Symbol of Life +1: +5 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS Cleric

LEVEL 1

BOOK PH

UTILITY POWER

DUNGEONS & DRAGONS

Healing Word

KEYWORDS

Divine, Healing

USED

Minor

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

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: +1 attack

ADDITIONAL EFFECTS

CLASS Cleric

LEVEL

BOOK PH

AT-WILL 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

AT-WILL POWER

DUNGEONS & DRAGONS

War Priest's Strike

KEYWORDS

Divine, Radiant, Weapon

USED

Standard

* 4

Melee weapon

ACTION

RANGE

8 vs AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+4) radiant damage. Until the end of your next turn, you and your allies have combat advantage against the target.
Avalanche Hammer Mordenkrad +1: +8 attack, 4d6+7 damage

ADDITIONAL EFFECTS

CLASS Cleric

LEVEL 1

BOOK DP

ENCOUNTER POWER

DUNGEONS & DRAGONS

ENCOUNTER POWER

DUNGEONS & DRAGONS

ENCOUNTER POWER

DUNGEONS & DRAGONS

Turn Undead

KEYWORDS

Divine, Implement, Radiant

USED

Standard

Close burst 2 (5 at 11th level, 8 at 15th level)

ACTION

2

RANGE

5

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 (+3) 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 (+3) at 5th level, 3d10 + Wisdom modifier (+3) at 11th level, 4d10 + Wisdom modifier (+3) at 15th level, 5d10 + Wisdom modifier (+3) at 21st level, and 6d10 + Wisdom modifier (+3) at 25th level.

Miss:

Half damage, and the target is not pushed or immobilized.

Symbol of Life +1:

+5 attack, 1d10+4 damage

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Healing Strike

KEYWORDS

Divine, Healing, Radiant, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

8

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.

Avalanche Hammer Mordenkrad +1:

+8 attack, 4d6+7 damage

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

1

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Shield of the Gods

KEYWORDS

Divine, Force, Weapon

USED

Standard

Close blast 3

ACTION

3

RANGE

8

vs

Reflex

Each enemy in blast

ATTACK

DEFENSE

TARGET

Attack:

Strength vs. Reflex

Hit:

1[W] + Strength modifier (+4) force damage, and you knock the target prone.

Miss:

Half damage.

Effect:

You or an ally within 5 squares of you gains a +3 shield bonus to AC and Reflex until the end of the encounter. As a minor action, you can transfer the bonus to yourself or a different ally within 5 squares of you.

Avalanche Hammer Mordenkrad +1:

+8 attack, 2d6 +7 damage

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

1

BOOK

DP

DAILY POWER

DUNGEONS & DRAGONS

Shield of Faith

KEYWORDS

Divine

USED

Minor

Close burst 5

ACTION

5

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Targets:

You and each ally in burst

Effect:

The targets gain a +2 power bonus to AC until the end of the encounter.

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

2

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS

Symbol of Life +1

DAMAGE

PROFICIENT

GROUP

RANGE

+1 attack rolls and damage rolls

2

+1d6 damage

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Power (Daily • Healing):

Minor Action. Until the end of your turn, any character healed by one of your encounter powers or daily powers regains an additional 1d6 hit points.

ITEM SLOT

Off-hand

WEIGHT

0

PRICE

520

BOOK

PH

MAGIC WEAPON

DUNGEONS & DRAGONS

Avalanche Hammer Mordenkrad +1

2d6

2

Hammer

DAMAGE

PROFICIENT

GROUP

RANGE

+1 attack rolls and damage rolls

4

+1d10 damage per power point

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

When you charge an enemy and hit with a melee basic attack using this weapon, the attack deals 1[W] extra damage.

Brutal

Melee Basic Attack:

+8 attack, 2d6+7 damage

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

Two-Hands

WEIGHT

12

PRICE

840

BOOK

AV

MAGIC WEAPON

DUNGEONS & DRAGONS

Potion of Healing (heroic tier)

5

AC BONUS

CHECK

SPEED

QUANTITY

5

Potion

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Power (Consumable • Healing):

Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

ITEM SLOT

WEIGHT

0

PRICE

50

BOOK

PH

MAGIC ITEM

DUNGEONS & DRAGONS

Dwarven Scale Armor +1

7

-

-1

1

AC BONUS

CHECK

SPEED

QUANTITY

+1 AC

2

Armor

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

Gain a +1 item bonus to Endurance checks.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Power (Daily • Healing):

Free Action. Regain hit points as if you had spent a healing surge.

ITEM SLOT

Body

WEIGHT

45

PRICE

520

BOOK

PH

MAGIC ITEM

DUNGEONS & DRAGONS