



Character Sheet

Player Name Somei F

Edeltraud	1	Cleric					0
Character Name	Level	Class	Paragon Path	Epic Destiny	Total XP		
Half-Elf	Medium	Male	5'9"	132 lb.	Good	Avandra	
Race	Size	Age	Gender	Height	Weight	Alignment	Deity
				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
16	AC	10	6					

CONDITIONAL BONUSES

MOVEMENT

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

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	0
12	CON Constitution	1	1
13	DEX Dexterity	1	1
13	INT Intelligence	1	1
16	WIS Wisdom	3	3
16	CHA Charisma	3	3

DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
11	FORT	10	1				

CONDITIONAL BONUSES

DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
11	REF	10	1				

CONDITIONAL BONUSES

DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
15	WILL	10	3	2			

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS	
20	Passive Insight	10	+	10

SCORE	PASSIVE SENSE	BASE	SKILL BONUS	
18	Passive Perception	10	+	8

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Mace

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

ABILITY: Ranged Basic Attack - Sling

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 3	0	1		2			

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Mace

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8	0				

ABILITY: Ranged Basic Attack - Sling

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+1	1				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
2	vs AC	Mace	1d8
3	vs AC	Sling	1d6+1
0	vs AC	Unarmed (Melee)	1d4
1	vs AC	Unarmed (Range)	1d4+1

HIT POINTS

MAX HP	BLOODED	SURGE VALUE	SURGES/DAY
24	12	6	8
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

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Dilettante - Choose at-will power from other class; use as encounter power.

Dual Heritage - Count as elf, half-elf, and human for choosing feats.

Group Diplomacy - Allies within 10 get +1 to Diplomacy.

Diplomacy Bonus

Insight Bonus

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.

Hunter's Quarry - Minor action, designate nearest enemy you see as quarry; deal extra damage to quarry once per round.

LANGUAGES KNOWN

Common, Elven, Deep Speech

FEATS

Ritual Caster - Master and perform rituals

Warrior of the Wild - Ranger: skill training, Hunter's Quarry 1/ encounter

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

CHARACTER NAME Edeltraud		
PLAYER NAME Somei F		
RACE Half-Elf	CLASS Cleric	LEVEL 1

HP 24	STR 10	AC 16
Spd 5	CON 12	Fort 11
Init +1	DEX 13	Ref 11
	INT 13	Will 15
	WIS 16	Will 15
	CHA 16	

20	Passive Insight	18	Passive Perception
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PLAY DATA	DUNGEONS & DRAGONS
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ENCOUNTER SPECIAL	DUNGEONS & DRAGONS
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Second Wind	
KEYWORDS	USED
Standard	Personal
ACTION	RANGE
vs	Self
ATTACK	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	
CLASS	LEVEL BOOK PH
ENCOUNTER ACTION	DUNGEONS & DRAGONS

Sacred Flame	
KEYWORDS	USED
Standard	Ranged 5
ACTION	RANGE
3	Reflex
ATTACK	TARGET
Attack: Wisdom vs. Reflex Hit: 1d6 + Wisdom modifier (+3) radiant damage, and one ally you can see chooses either to gain temporary hit points equal to your Charisma modifier (+3) + one-half your level or to make a saving throw. Increase damage to 2d6 + Wisdom modifier (+3) at 21st level. Holy Symbol: +3 attack, 1d6+3 damage	
ADDITIONAL EFFECTS	
+1d6 to damage once per encounter (Hunter's Quarry)	
CLASS	LEVEL BOOK PH
AT-WILL POWER	DUNGEONS & DRAGONS

Lance of Faith	
KEYWORDS	USED
Standard	Ranged 5
ACTION	RANGE
3	Reflex
ATTACK	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. Holy Symbol: +3 attack, 1d8+3 damage	
ADDITIONAL EFFECTS	
+1d6 to damage once per encounter (Hunter's Quarry)	
CLASS	LEVEL BOOK PH
AT-WILL POWER	DUNGEONS & DRAGONS

Commander's Strike	
KEYWORDS	USED
Standard	Melee weapon
ACTION	RANGE
vs	One creature
ATTACK	TARGET
Attack: An ally of your choice makes a melee basic attack against the target Hit: Ally's basic attack damage + your Intelligence modifier (+1).	
ADDITIONAL EFFECTS	
CLASS	LEVEL BOOK PH
ENCOUNTER POWER	DUNGEONS & DRAGONS

Divine Fortune	
KEYWORDS	USED
Free	Personal
ACTION	RANGE
vs	
ATTACK	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	LEVEL BOOK PH
ENCOUNTER POWER	DUNGEONS & DRAGONS

Turn Undead	
KEYWORDS	USED
Standard	Close burst 2 (5 at 11th level, 8 at 21st level)
ACTION	RANGE
3	Will
ATTACK	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 (+3). 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. Holy Symbol: +3 attack, 1d10+3 damage	
ADDITIONAL EFFECTS	
+1d6 to damage once per encounter (Hunter's Quarry)	
CLASS	LEVEL BOOK PH
ENCOUNTER POWER	DUNGEONS & DRAGONS

Healing Word	
KEYWORDS	USED
Minor	Close burst 5 (10 at 11th level, 15 at 16th level)
ACTION	RANGE
5	
vs	You or one ally
ATTACK	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: +0 attack regain an additional 3 hit points.	
ADDITIONAL EFFECTS	
CLASS	LEVEL BOOK PH
ENCOUNTER POWER	DUNGEONS & DRAGONS

Hunter's Quarry

KEYWORDS

USED

Minor

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

You can designate the nearest enemy to you that you can see as your quarry.
Once per round, when you hit your quarry with an attack, the attack deals extra damage based on your level. The extra damage is based on your level. If you can make multiple attacks in a round, you decide which attack to apply the extra damage to after all the attacks are rolled. If you have dealt Hunter's Quarry damage since the start of your turn, you cannot deal it again until the start of your next turn.

The hunter's quarry effect remains active until the end of the encounter, until the quarry is defeated, or until you designate a different target as your quarry.

You can designate one enemy as your quarry at a time.
Level : Hunter's Quarry Extra Damage
1st-10th : +1d6
11th-20th : +2d6
21st-30th : +3d6

ADDITIONAL EFFECTS

CLASS

LEVEL *

BOOK *PH*

ENCOUNTER POWER

DUNGEONS & DRAGONS

Divine Glow

KEYWORDS

Divine, Implement, Radiant

USED

Standard

ACTION

3

Close blast 3

RANGE

3

vs

Reflex

Each enemy in blast

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier (+3) radiant damage.
Effect: Allies in the blast gain a +2 power bonus to attack rolls until the end of your next turn.

Holy Symbol: +3 attack, 1d8+3 damage

ADDITIONAL EFFECTS

+1d6 to damage once per encounter (Hunter's Quarry)

CLASS

Cleric

LEVEL 1

BOOK *PH*

ENCOUNTER POWER

DUNGEONS & DRAGONS

Beacon of Hope

KEYWORDS

Divine, Healing, Implement

USED

Standard

ACTION

3

Close burst 3

RANGE

3

vs

Will

Each enemy in burst

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. Will
Hit: The target is weakened until the end of its next turn.
Effect: You and all your allies in the burst regain 5 hit points, and your healing powers restore +5 hit points until the end of the encounter.

Holy Symbol: +3 attack
regain an additional 3 hit points.

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL 1

BOOK *PH*

DAILY POWER

DUNGEONS & DRAGONS

Edeltraud

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