

Player Name

Kanat 1 Cleric 0
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Kalashtar Medium Male Good Mu Yerth
 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
13	STR Strength	1	1
11	CON Constitution	0	0
12	DEX Dexterity	1	1
10	INT Intelligence	0	0
18	WIS Wisdom	4	4
16	CHA Charisma	3	3

FORT

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

CONDITIONAL BONUSES

REF

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

CONDITIONAL BONUSES

WILL

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	10	4	2				

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
21	Passive Insight	10	+

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
16	Passive Perception	10	+

SPECIAL SENSES

telepathy 5

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Morningstar

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

ABILITY: Ranged Basic Attack - Sling

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

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
23	11	5	5	7

 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

Dual Soul - Make saves vs. dazed and dominated at the start of your turn instead of the end.

Bastion of Mental Clarity - You have the bastion of mental clarity power.

Telepathy 5 - Two way telepathic communication within 5.

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Morningstar

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+1	1				

ABILITY: Ranged Basic Attack - Sling

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+1	1				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
3	vs AC	Morningstar	1d10+1
3	vs AC	Sling	1d6+1
1	vs AC	Unarmed (Melee)	1d4+1
1	vs AC	Unarmed (Range)	1d4+1

SKILLS

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

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.

FEATS

Ritual Caster - Master and perform rituals

Combat Medic - Stabilize the dying as minor action, +2 to Heal checks

LANGUAGES KNOWN

Draconic, Common

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Invigorating Assault	
Sacred Flame	

ENCOUNTER POWERS

Second Wind	<input type="checkbox"/>
Bastion of Mental Clarity	<input type="checkbox"/>
Healing Word	<input type="checkbox"/> <input type="checkbox"/>
Healing Strike	<input type="checkbox"/>
Divine Fortune	<input type="checkbox"/>
Turn Undead	<input type="checkbox"/>

DAILY POWERS

Astral Condemnation	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Ritual Book
Adventurer's Kit
Chainmail (E)
Morningstar (E)
Sling

COINS AND OTHER WEALTH

Money on hand: 34 gp
Stored money: 0 gp
Encumbrance: 84 / 130

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
ARMOR	<input type="checkbox"/>
ARMS	<input type="checkbox"/>
FEET	<input type="checkbox"/>
HANDS	<input type="checkbox"/>
HEAD	<input type="checkbox"/>
NECK	<input type="checkbox"/>
RING	<input type="checkbox"/>
RING	<input type="checkbox"/>
WAIST	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Paragon (11-20)	<input type="checkbox"/> <input type="checkbox"/>	Milestone	<input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Epic (21-30)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Milestone	<input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>

RITUALS / ALCHEMY

Gentle Repose
Create Holy Water



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME
Kanat

PLAYER NAME

RACE Kalashtar CLASS Cleric LEVEL 1

SCORE	ABILITY	MOD
HP 23	13 STR +1	AC 16
Spd 5	11 CON +0	Fort 11
Init +1	12 DEX +1	Ref 11
	10 INT +0	Will 16
	18 WIS +4	
	16 CHA +3	

21 Passive Insight **16** Passive Perception


Skills

0	Acrobatics	DEX
0	Arcana	INT
0	Athletics	STR
3	Bluff	CHA
8	Diplomacy	CHA (Trained)
4	Dungeoneering	WIS
-1	Endurance	CON
11	Heal	WIS (Trained)
0	History	INT
11	Insight	WIS (Trained)
3	Intimidate	CHA
4	Nature	WIS
6	Perception	WIS
5	Religion	INT (Trained)
0	Stealth	DEX
3	Streetwise	CHA
0	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

PLAY DATA DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Second Wind

KEYWORDS Standard, Personal, USED

Standard **ACTION** 5 vs AC RANGE

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 5 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

Invigorating Assault

KEYWORDS Divine, Weapon, USED

Standard * **ACTION** 3 vs AC RANGE Melee weapon

ATTACK DEFENSE TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+1) damage.
Level 21: 2[W] + Strength modifier (+1) damage.
Effect: One ally adjacent to you gains temporary hit points equal to your Wisdom modifier (+4).
Morningstar: +3 attack, 1d10+1 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PHS2

Sacred Flame

KEYWORDS Divine, Implement, Radiant, USED

Standard **ACTION** 4 vs Reflex RANGE Ranged 5

ATTACK DEFENSE TARGET

Attack: Wisdom vs. Reflex
Hit: 1d6 + Wisdom modifier (+4) 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 (+4) at 21st level.
Unarmed: +4 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Bastion of Mental Clarity

KEYWORDS Imm Interr, Close burst 5, USED

Imm Interr **ACTION** 5 vs AC RANGE Close burst 5

ATTACK DEFENSE TARGET

Trigger: An enemy hits or misses you with an attack against your Will
Effect: Each target gains a +4 power bonus to Will until the end of your next turn.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK EPG

Healing Word

KEYWORDS Divine, Healing, USED

Minor **ACTION** 5 vs AC RANGE Close burst 5 (10 at 11th level, 15 at 16th level)

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: +0 attack

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

Healing Strike

KEYWORDS Divine, Healing, Radiant, Weapon, USED

Standard * **ACTION** 3 vs AC RANGE Melee weapon

ATTACK DEFENSE TARGET

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+1) 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.
Morningstar: +3 attack, 2d10+1 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

Divine Fortune			
KEYWORDS Divine			USED
Free		Personal	
ACTION		RANGE	
vs			
ATTACK	DEFENSE	TARGET	
<p>Channel Divinity: You can use only one channel divinity power per encounter</p> <p>Effect: You gain a +1 bonus to your next attack roll or saving throw before the end of your next turn.</p>			
ADDITIONAL EFFECTS			
CLASS Cleric	LEVEL	BOOK	PH
ENCOUNTER POWER			

Turn Undead			
KEYWORDS Divine, Implement, Radiant			USED
Standard		Close burst 2 (5 at 11th level, 8 at 15th level)	
ACTION	2	RANGE	
4	vs	Will	Each undead creature in burst
ATTACK	DEFENSE	TARGET	
<p>Channel Divinity: You can use only one channel divinity power per encounter</p> <p>Attack: Wisdom vs. Will</p> <p>Hit: 1d10 + Wisdom modifier (+4) 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.</p> <p>Increase damage to 2d10 + Wisdom modifier (+4) at 5th level, 3d10 + Wisdom modifier (+4) at 11th level, 4d10 + Wisdom modifier (+4) at 15th level, 5d10 + Wisdom modifier (+4) at 21st level, and 6d10 + Wisdom modifier (+4) at 25th level.</p> <p>Miss: Half damage, and the target is not pushed or immobilized.</p> <p>Unarmed: +4 attack, 1d10+4 damage</p>			
ADDITIONAL EFFECTS			
CLASS Cleric	LEVEL	BOOK	PH
ENCOUNTER POWER			

Astral Condemnation			
KEYWORDS Divine, Implement, Radiant			USED
Standard		5	Ranged 5
ACTION		RANGE	
4	vs	Reflex	One creature
ATTACK	DEFENSE	TARGET	
<p>Attack: Wisdom vs. Reflex</p> <p>Hit: 3d6 + Wisdom modifier (+4) radiant damage.</p> <p>Effect: Until the end of your next turn, the target takes a penalty to damage rolls equal to 5 + your Charisma modifier (+3).</p> <p>Sustain Minor: The effect persists.</p> <p>Unarmed: +4 attack, 3d6+4 damage</p>			
ADDITIONAL EFFECTS			
CLASS Cleric	LEVEL 1	BOOK	DP
DAILY POWER			