

Player Name

Liza Acolyte at Keep

2

Cleric

1,000

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

Doppelganger

Medium

Female

Cyric

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

## INITIATIVE

SCORE DEX 1/2 LVL MISC

5 Initiative 1 4

CONDITIONAL MODIFIERS

## DEFENSES

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

17 AC 11 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

11 STR Strength 0 1

10 CON Constitution 0 1

10 DEX Dexterity 0 1

10 INT Intelligence 0 1

18 WIS Wisdom 4 5

16 CHA Charisma 3 4

## HIT POINTS

MAX HP BLOODED HEALING SURGES SURGE VALUE SURGES/DAY

32 16 8 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

## SKILLS

BONUS SKILL NAME ABIL MOD + 1/2 LVL TRND (+5) ARMOR PENALTY MISC

0 Acrobatics DEX 1 0 -1

2 Arcana INT 1 0 n/a 1

0 Athletics STR 1 0 -1

6 Bluff CHA 4 0 n/a 2

9 Diplomacy CHA 4 5 n/a

5 Dungeoneering WIS 5 0 n/a

0 Endurance CON 1 0 -1

10 Heal WIS 5 5 n/a

1 History INT 1 0 n/a

12 Insight WIS 5 5 n/a 2

4 Intimidate CHA 4 0 n/a

5 Nature WIS 5 0 n/a

5 Perception WIS 5 0 n/a

6 Religion INT 1 5 n/a

1 Stealth DEX 1 0 -1 1

## ACTION POINTS

Action Points MILESTONES ACTION POINTS

0 1

1 2

2 3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

## RACE FEATURES

Change Shape - Use change shape as an at-will power

Mental Defense - +1 to Will

## 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

ABILITY: Melee Basic Attack - Morningstar

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

+ 3 1 0 2

ABILITY: Melee Basic Attack - Unarmed

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

+ 3 1 0 2

## DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Morningstar

DAMAGE ABIL FEAT ENH MISC MISC

1d10 0

ABILITY: Melee Basic Attack - Unarmed

DAMAGE ABIL FEAT ENH MISC MISC

1d4 0

## BASIC ATTACKS

ATTACK DEFENSE WEAPON OR POWER DAMAGE

3 vs AC Morningstar 1d10

3 vs AC Unarmed (Melee) 1d4

3 vs AC Unarmed (Range) 1d4

vs

## FEATS

Ritual Caster - Master and perform rituals

Improved Initiative - +4 to initiative checks

Toughness - Gain 5 additional hit points per tier



CHARACTER NAME

Liza Acolyte at Keep

PLAYER NAME

RACE Doppelganger CLASS Cleric LEVEL 2

<b>HP</b> 32	<b>STR</b> 11	<b>AC</b> 17
<b>Spd</b> 5	<b>CON</b> 10	<b>Fort</b> 11
<b>Init</b> +5	<b>DEX</b> 10	<b>Ref</b> 11
	<b>INT</b> 10	<b>Will</b> 18
	<b>WIS</b> 18	
	<b>CHA</b> 16	

<b>22</b> Passive Insight	<b>15</b> Passive Perception
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Second Wind

KEYWORDS	USED	
Standard	Personal	
<b>ACTION</b>	<b>RANGE</b>	
vs	Self	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
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		
CLASS	LEVEL	BOOK PH

PLAY DATA



ENCOUNTER SPECIAL



ENCOUNTER ACTION



Change Shape

KEYWORDS	Polymorph	USED	
Minor	Personal		
<b>ACTION</b>	<b>RANGE</b>		
vs			
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	
Effect: You can alter your physical form to take on the appearance of any Medium humanoid, including a unique individual.			
ADDITIONAL EFFECTS			
CLASS	Racial Power	LEVEL *	BOOK MM

AT-WILL POWER



Lance of Faith

KEYWORDS	Divine, Implement, Radiant	USED	
Standard	Ranged 5		
<b>ACTION</b>	<b>RANGE</b>		
5	vs Reflex	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	
Attack: Wisdom vs. Reflex Hit: 1d8 + Wisdom modifier (+4) 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 (+4) at 21st level.  Holy Symbol: +5 attack, 1d8+4 damage			
ADDITIONAL EFFECTS			
CLASS	Cleric	LEVEL 1	BOOK PH

AT-WILL POWER



Sacred Flame

KEYWORDS	Divine, Implement, Radiant	USED	
Standard	Ranged 5		
<b>ACTION</b>	<b>RANGE</b>		
5	vs Reflex	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	
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.  Holy Symbol: +5 attack, 1d6+4 damage			
ADDITIONAL EFFECTS			
CLASS	Cleric	LEVEL 1	BOOK PH

AT-WILL POWER



Divine Fortune

KEYWORDS	Divine	USED
Free Action	Personal	
<b>ACTION</b>	<b>RANGE</b>	
vs		
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
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		

Turn Undead





KEYWORDS	Divine, Implement, Radiant	USED
Standard	Close burst 2 (5 at 11th level, 8 at 21st level)	
<b>ACTION</b>	<b>RANGE</b>	
5	vs Will	Each undead creature in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
Channel Divinity: You can use only one channel divinity power per encounter Attack: Wisdom vs. Will 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. 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. Miss: Half damage, and the target is not pushed or immobilized. Prerequisite: Channel Divinity, Cleric  Holy Symbol: +5 attack, 1d10+4 damage		
ADDITIONAL EFFECTS		

Healing Word

KEYWORDS	Divine, Healing	USED
Minor	Close burst 5 (10 at 11th level, 15 at 16th level)	
<b>ACTION</b>	<b>RANGE</b>	
vs	You or one ally	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
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		

## Healing Strike

KEYWORDS Divine, Healing, Radiant, Weapon USED

Standard	*  	Melee weapon
<b>ACTION</b>	 	<b>RANGE</b>
3	vs	AC
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Attack: Strength vs. AC  
 Hit: 2[W] + Strength modifier (+0) 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 damage regain an additional 4 hit points.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

ENCOUNTER POWER



## Beacon of Hope

KEYWORDS Divine, Healing, Implement USED

Standard	 	Close burst 3
<b>ACTION</b>	 3 	<b>RANGE</b>
5	vs	Will
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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: +5 attack regain an additional 4 hit points.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

DAILY POWER



## Divine Aid

KEYWORDS Divine USED

Standard	 5 	Ranged 5
<b>ACTION</b>	 	<b>RANGE</b>
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: The target makes a saving throw with a bonus equal to your Charisma modifier (+3).

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 2 BOOK PH

UTILITY POWER

