

Player Name

Nadara - Keep Acolyte - Human

2

Cleric

1,000

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

Human

Medium

Female

Cyric

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
5		1	4

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ 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
20	STR Strength	5	6
10	CON Constitution	0	1
10	DEX Dexterity	0	1
8	INT Intelligence	-1	0
14	WIS Wisdom	2	3
11	CHA Charisma	0	1

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	FORT	11	5				1	

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
18	Passive Insight	10	8
13	Passive Perception	10	3

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Morningstar

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 8	1	5		2			

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 8	1	5		2			

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
27	13	6
	1/2 HP	1/4 HP

CURRENT HIT POINTS	CURRENT SURGE USES
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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
0	Arcana	INT	0	0	n/a
5	Athletics	STR	6	0	-1
1	Bluff	CHA	1	0	n/a
6	Diplomacy	CHA	1	5	n/a
3	Dungeoneering	WIS	3	0	n/a
0	Endurance	CON	1	0	-1
8	Heal	WIS	3	5	n/a
5	History	INT	0	5	n/a
8	Insight	WIS	3	5	n/a
1	Intimidate	CHA	1	0	n/a
3	Nature	WIS	3	0	n/a
3	Perception	WIS	3	0	n/a
5	Religion	INT	0	5	n/a
0	Stealth	DEX	1	0	-1

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Bonus Feat - Choose an extra feat at 1st level.**Bonus Skill** - Trained in one additional class skill.**Bonus At-Will Power** - Know one extra 1st-level attack

power from your class.

Human Defense Bonuses - +1 to Fortitude, Reflex, and 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.

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
8	vs AC	Morningstar	1d10+6
8	vs AC	Unarmed (Melee)	1d4+5
3	vs AC	Unarmed (Range)	1d4
	vs		

FEATS

Action Surge - +3 to attacks when you spend an action point**Ritual Caster** - Master and perform rituals**Weapon Focus (Mace)** - Gain +1 damage per tier with Maces.**Improved Initiative** - +4 to initiative checks

LANGUAGES KNOWN

CHARACTER NAME

Nadara -Keep Acolyte - Human

PLAYER NAME

RACE Human CLASS Cleric LEVEL 2

HP 27	STR 20	AC 17
Spd 5	CON 10	Fort 17
Init +5	DEX 10	Ref 12
	INT 8	Will 16
	WIS 14	
	CHA 11	

18 Passive Insight	13 Passive Perception
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Second Wind

KEYWORDS	USED	
Standard	Personal	
ACTION	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		
CLASS	LEVEL	BOOK PH

PLAY DATA



ENCOUNTER SPECIAL



ENCOUNTER ACTION



Righteous Brand

KEYWORDS	Divine, Weapon	USED
Standard	Melee weapon	
ACTION	RANGE	
8 vs AC	One creature	
ATTACK	DEFENSE	TARGET
Attack: Strength vs. AC Hit: 1[W] + Strength modifier (+5) 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 (+5) until the end of your next turn. Increase damage to 2[W] + Strength modifier (+5) at 21st level.		
Morningstar: +8 attack, 1d10+6 damage		
ADDITIONAL EFFECTS +3 to attack rolls if this attack was gained by spending an action		
CLASS	Cleric	LEVEL 1 BOOK PH

AT-WILL POWER



Priest's Shield

KEYWORDS	Divine, Weapon	USED
Standard	Melee weapon	
ACTION	RANGE	
8 vs AC	One creature	
ATTACK	DEFENSE	TARGET
Attack: Strength vs. AC Hit: 1[W] + Strength modifier (+5) 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 (+5) at 21st level.		
Morningstar: +8 attack, 1d10+6 damage		
ADDITIONAL EFFECTS +3 to attack rolls if this attack was gained by spending an action		
CLASS	Cleric	LEVEL 1 BOOK PH

AT-WILL POWER



Sacred Flame

KEYWORDS	Divine, Implement, Radiant	USED
Standard	Ranged 5	
ACTION	RANGE	
3 vs Reflex	One creature	
ATTACK	DEFENSE	TARGET
Attack: Wisdom vs. Reflex Hit: 1d6 + Wisdom modifier (+2) radiant damage, and one ally you can see chooses either to gain temporary hit points equal to your Charisma modifier (+0) + one-half your level or to make a saving throw. Increase damage to 2d6 + Wisdom modifier (+2) at 21st level.		
Holy Symbol: +3 attack, 1d6+2 damage		
ADDITIONAL EFFECTS +3 to attack rolls if this attack was gained by spending an action		
CLASS	Cleric	LEVEL 1 BOOK PH

AT-WILL POWER



Divine Fortune

KEYWORDS	Divine	USED
Free Action	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. Prerequisite: Channel Divinity, Cleric		
ADDITIONAL EFFECTS +3 to attack rolls if this attack was gained by spending an action		

ADDITIONAL EFFECTS

Turn Undead

KEYWORDS	Divine, Implement, Radiant	USED
Standard	Close burst 2 (5 at 11th level, 8 at 21st level)	
ACTION	RANGE	
3 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		
Holy Symbol: +3 attack, 1d10+2 damage		
ADDITIONAL EFFECTS +3 to attack rolls if this attack was gained by spending an action		

ADDITIONAL EFFECTS

Healing Word

KEYWORDS	Divine, Healing	USED
Minor	Close burst 5 (10 at 11th level, 15 at 21st level)	
ACTION	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.		
ADDITIONAL EFFECTS		

ADDITIONAL EFFECTS

Wrathful Thunder

KEYWORDS Divine, Thunder, Weapon USED

Standard	* ⚔ ⚡	Melee weapon
ACTION	⚡ ⚔	RANGE
8	vs	AC
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
 Hit: 1[W] + Strength modifier (+5) thunder damage, and the target is dazed until the end of your next turn.

Morningstar: +8 attack, 1d10+6 damage

ADDITIONAL EFFECTS
 +3 to attack rolls if this attack was gained by spending an action

CLASS Cleric LEVEL 1 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS®

Avenging Flame

KEYWORDS Divine, Fire, Weapon USED

Standard	* ⚔ ⚡	Melee weapon
ACTION	⚡ ⚔	RANGE
8	vs	AC
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
 Hit: 2[W] + Strength modifier (+5) 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.

Morningstar: +8 attack, 2d10+6 damage

ADDITIONAL EFFECTS
 +3 to attack rolls if this attack was gained by spending an action

CLASS Cleric LEVEL 1 BOOK PH

DAILY POWER DUNGEONS & DRAGONS®

Shield of Faith

KEYWORDS Divine USED

Standard	⚡ ⚔	Close burst 5
ACTION	⚡ ⚔ 5	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

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®