

Player Name

Curtis-chaplain 5 Cleric 5,500
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Human Medium 41 Male 5'8" 163 Lawful Good Amaunator
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
1	-1	2	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
18	AC	12	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
14	STR Strength	2	4
13	CON Constitution	1	3
8	DEX Dexterity	-1	1
12	INT Intelligence	1	3
17	WIS Wisdom	3	5
16	CHA Charisma	3	5

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	FORT	12	2				1	

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	WILL	12	3	2			1	

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
22	Passive Insight	10	+ 12

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
15	Passive Perception	10	+ 5

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Staggering Mace +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	2	2		2		1	

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	2	2		2			

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
45	22	11
	1/2 HP	1/4 HP

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS +1 to all saving throws, +2 bonus against fear effects

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

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.

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Staggering Mace +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+4	2		1	1	

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+2	2				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
7	vs AC	Staggering Mace +1	1d8+4
6	vs AC	Unarmed (Melee)	1d4+2
3	vs AC	Unarmed (Range)	1d4-1
	vs		

SKILLS

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

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

Alchemist - Alchemist bonus feat replaces Ritual Caster class feature.**Ritual Caster** - Master and perform rituals**Power of Amaunator** - Use Channel Divinity to invoke power of Amaunator**Human Perseverance** - +1 to saving throws**Action Surge** - +3 to attacks when you spend an action point

LANGUAGES KNOWN

POWER INDEX

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

AT-WILL POWERS

Priest's Shield	
Lance of Faith	
Sacred Flame	

ENCOUNTER POWERS

Divine Fortune	<input type="checkbox"/>
Turn Undead	<input type="checkbox"/>
Healing Word	<input type="checkbox"/> <input type="checkbox"/>
Power of Amaunator	<input type="checkbox"/>
Divine Glow	<input type="checkbox"/>
Command	<input type="checkbox"/>

DAILY POWERS

Cascade of Light	<input type="checkbox"/>
Consecrated Ground	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Cure Light Wounds	<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
Chainmail (E)
Adventurer's Kit
Candle (4)
Everburning Torch

COINS AND OTHER WEALTH

Money on hand: 2 pp; 12 gp
Stored money: 0 gp
Encumbrance: 83 lb. / 140 lb.

MAGIC ITEM INDEX

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

MAGIC ITEMS

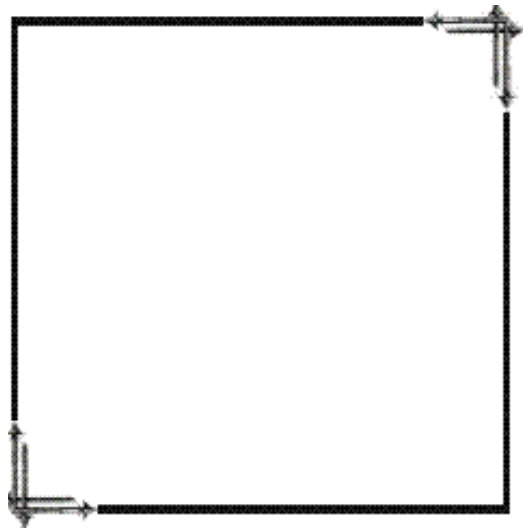
WEAPON	Staggering Mace +1 (One-hand) (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR		<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS		<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK		<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
	Antivenom (heroic tier) (2)	<input type="checkbox"/>
	Clearsense Powder (level 1) (2)	<input type="checkbox"/>
	Potion of Healing (heroic tier) (2)	<input type="checkbox"/>
	Symbol of Mortality +1 (Off-hand)	<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"/>
		<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
Brew Potion
Magic Circle
Enchant Magic Item
Undead Ward
Last Sight Vision
Corpse Light
Tenser's Floating Disk
Antivenom
Clearsense Powder

CHARACTER PORTRAIT**PERSONALITY TRAITS**

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Background: Cormyr (General)
 The Forest Kingdom of Cormyr lies at the western end of the Sea of Fallen Stars, nestled between the Storm Horns and the Thunder Peaks and stretching from the Stonelands to the Dragonmere. Dominated by humankind, Cormyr has been ruled by House Obarskyr for over fourteen centuries, with the strong backing of an army of heavily armored knights on Cormyrian destriers and magically potent war mages. You add Insight to your class skill list, you gain a +2 bonus to

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME
Curtis-chaplain

PLAYER NAME

RACE Human	CLASS Cleric	LEVEL 5
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HP 45	STR 14	AC 18
Spd 5	CON 13	Fort 15
Init +1	DEX 8	Ref 14
	INT 12	Will 18
	WIS 17	
	CHA 16	

22 Passive Insight	15 Passive Perception
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Second Wind

KEYWORDS

Standard	Personal
ACTION	RANGE
vs	Self
ATTACK	DEFENSE
	TARGET

Effect: You spend a healing surge and regain 11 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 DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

ENCOUNTER ACTION DUNGEONS & DRAGONS

Priest's Shield

KEYWORDS Divine, Weapon

Standard	Melee weapon
ACTION	RANGE
7 vs AC	One creature
ATTACK	DEFENSE
	TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+2) 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 (+2) at 21st level.

Staggering Mace +1: +7 attack, 1d8+4 damage

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

CLASS Cleric LEVEL 1 BOOK *PH*

Lance of Faith

KEYWORDS Divine, Implement, Radiant

Standard	Ranged 5
ACTION	RANGE
6 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 Mortality +1: +6 attack, 1d8+4 damage

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

CLASS Cleric LEVEL 1 BOOK *PH*

Sacred Flame

KEYWORDS Divine, Implement, Radiant

Standard	Ranged 5
ACTION	RANGE
6 vs Reflex	One creature
ATTACK	DEFENSE
	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.

Symbol of Mortality +1: +6 attack, 1d6+4 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 DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Divine Fortune

KEYWORDS Divine

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

Turn Undead

KEYWORDS Divine, Implement, Radiant

Standard	Close burst 2 (5 at 11th level, 8 at 21st level)
ACTION	RANGE
6 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 (+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.
Prerequisite: Channel Divinity, Cleric

Symbol of Mortality +1: +6 attack, 1d10+4 damage

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

Healing Word

KEYWORDS Divine, Healing

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

Power of Amaunator

KEYWORDS		Divine, Radiant		USED
Free Action			Personal	
ACTION			RANGE	
	vs			
ATTACK	DEFENSE	TARGET		
<p>Channel Divinity: You can use only one channel divinity power per encounter</p> <p>Trigger: You hit an enemy with a power with the radiant keyword</p> <p>Effect: Your power deals an extra 1d10 radiant damage to all targets hit by the power used.</p> <p>Prerequisite: Channel Divinity, Power of Amaunator feat</p>				
ADDITIONAL EFFECTS				
CLASS Cleric				
LEVEL *				
BOOK <i>FRPG</i>				

ENCOUNTER POWER

Divine Glow

KEYWORDS		Divine, Implement, Radiant		USED
Standard			Close blast 3	
ACTION	3		RANGE	
6	vs	Reflex	Each enemy in blast	
ATTACK	DEFENSE	TARGET		
<p>Attack: Wisdom vs. Reflex</p> <p>Hit: 1d8 + Wisdom modifier (+3) radiant damage.</p> <p>Effect: Allies in the blast gain a +2 power bonus to attack rolls until the end of your next turn.</p> <p>Symbol of Mortality +1: +6 attack, 1d8+4 damage</p>				
ADDITIONAL EFFECTS				
+3 to attack rolls if this attack was gained by spending an action				
CLASS Cleric				
LEVEL 1				
BOOK <i>PH</i>				

ENCOUNTER POWER

Command

KEYWORDS		Charm, Divine, Implement		USED
Standard		10		Ranged 10
ACTION			RANGE	
6	vs	Will	One creature	
ATTACK	DEFENSE	TARGET		
<p>Attack: Wisdom vs. Will</p> <p>Hit: The target is dazed until the end of your next turn. In addition, you can choose to knock the target prone or slide the target a number of squares equal to 3 + your Charisma modifier (+3).</p> <p>Symbol of Mortality +1: +6 attack</p>				
ADDITIONAL EFFECTS				
+3 to attack rolls if this attack was gained by spending an action				
CLASS Cleric				
LEVEL 3				
BOOK <i>PH</i>				

ENCOUNTER POWER

Cascade of Light

KEYWORDS		Divine, Implement, Radiant		USED
Standard		10		Ranged 10
ACTION			RANGE	
6	vs	Will	One creature	
ATTACK	DEFENSE	TARGET		
<p>Attack: Wisdom vs. Will</p> <p>Hit: 3d8 + Wisdom modifier (+3) radiant damage, and the target gains vulnerability 5 to all your attacks (save ends).</p> <p>Miss: Half damage, and the target gains no vulnerability.</p> <p>Symbol of Mortality +1: +6 attack, 3d8+4 damage</p>				
ADDITIONAL EFFECTS				
+3 to attack rolls if this attack was gained by spending an action				
CLASS Cleric				
LEVEL 1				
BOOK <i>PH</i>				

DAILY POWER

Consecrated Ground

KEYWORDS		Divine, Healing, Radiant, Zone		USED
Standard				Close burst 1
ACTION		1		RANGE
	vs			
ATTACK	DEFENSE	TARGET		
<p>Effect: The burst creates a zone of sanctified ground that lasts until the end of your next turn. You can move the origin square of the zone 3 squares as a move action. Enemies that start their turns within the zone take 1d6 + your Charisma modifier (+3) radiant damage. You and any allies who are bloodied and start their turns within the zone regain hit points equal to 1 + your Charisma modifier (+3).</p> <p>Sustain Minor: The zone persists.</p>				
ADDITIONAL EFFECTS				
CLASS Cleric				
LEVEL 5				
BOOK <i>PH</i>				

DAILY POWER

Cure Light Wounds

KEYWORDS		Divine, Healing		USED
Standard				Melee touch
ACTION				RANGE
<input type="checkbox"/>	AT-WILL	<input type="checkbox"/>	ENCOUNTER	<input checked="" type="checkbox"/> DAILY
<p>Effect: The target regains hit points as if it had spent a healing surge.</p>				
ADDITIONAL EFFECTS				
CLASS Cleric				
LEVEL 2				
BOOK <i>PH</i>				

UTILITY POWER

Antivenom (heroic tier)

BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
KEYWORDS		
USED		
ACTION	<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER
	<input type="checkbox"/> DAILY	

Power (Consumable): Minor Action. Gain a +2 bonus to saving throws against poisons from a source of 10th level or lower. This effect lasts until the end of the encounter or for the next 5 minutes.

Cleansense Powder (level 1)

BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
KEYWORDS		
USED		
ACTION	<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER
	<input type="checkbox"/> DAILY	

Power (Consumable): Minor Action. You or an adjacent ally can make a saving throw against a blinded or deafened condition that a save can end. The source of the condition must be 5th level or lower.

Potion of Healing (heroic tier)

BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
KEYWORDS		
USED		
ACTION	<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER
	<input type="checkbox"/> DAILY	

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.

Symbol of Mortality +1

	+1 attack rolls and damage	+1d6 damage, or +1d10
BONUS	ENHANCEMENT	CRITICAL

PROPERTIES

KEYWORDS

USED

ACTION

AT-WILL ENCOUNTER DAILY

POWER

Item Slot: Off-hand

Power (Daily): Minor Action. Your next attack with this holy symbol deals an extra 1d4 damage. If the creature has the immortal origin or the undead keyword, the creature takes an extra 1d8 damage instead.

ITEM SLOT/TYPE Off-hand LEVEL 4 PRICE 840 BOOK AV

MAGIC ITEM

DUNGEONS & DRAGONS®

Staggering Mace +1

	+1 attack rolls and damage	+1d6 damage, and the ta
BONUS	ENHANCEMENT	CRITICAL

PROPERTIES

When you use a power with the weapon keyword that slides a target, you can add this weapon's enhancement bonus to the number of squares the target slides.

KEYWORDS

USED

ACTION

AT-WILL ENCOUNTER DAILY

POWER

Power (Daily): Free Action. Use this power when you hit with the weapon. Slide the target a number of squares equal to the weapon's enhancement bonus.

ITEM SLOT/TYPE One-hand LEVEL 2 PRICE 520 BOOK PH

MAGIC ITEM

DUNGEONS & DRAGONS®