

Player Name

Olaf Olegsson 1 Cleric 0
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Human Medium Male Good Kord
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
18	STR Strength	4	4
14	CON Constitution	2	2
12	DEX Dexterity	1	1
11	INT Intelligence	0	0
13	WIS Wisdom	1	1
10	CHA Charisma	0	0

MOVEMENT

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

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
1	Initiative	1	

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	AC	10	6						

CONDITIONAL BONUS

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	FORT	10	4				1	

CONDITIONAL BONUS

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

CONDITIONAL BONUS

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

CONDITIONAL BONUS

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	
		SURGE VALUE	SURGES/DAY
26	13	6	9
	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

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
16	Passive Insight	10	+ 6
11	Passive Perception	10	+ 1

SPECIAL SENSES

SKILLS

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

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.

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
0	0	1
1	1	2
2	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

CHARACTER BACKGROUND

PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

LANGUAGES KNOWN

Common, Dwarven

FEATS

Kord's Favor - Use Channel Divinity to invoke Kord's favor**Ritual Caster** - Master and perform rituals**Weapon Proficiency (Warhammer)** - Gain proficiency with the Warhammer.

OTHER EQUIPMENT

Ritual Book

Adventurer's Kit

Chainmail (E)

Warhammer (E)

COINS AND OTHER WEALTH

Money on hand: 100 gp

Stored money: 0 gp

Encumbrance: 83 / 180

CHARACTER NAME
Olaf Olegsson

PLAYER NAME

RACE Human CLASS Cleric LEVEL 1

SCORE	ABILITY	MOD
HP 26	18 STR +4	AC 16
Spd 5	14 CON +2	Fort 15
Init +1	12 DEX +1	Ref 12
	11 INT +0	Will 14
	13 WIS +1	
	10 CHA +0	

16 Passive Insight **11** Passive Perception


Skills

0	Acrobatics	DEX
0	Arcana	INT
3	Athletics	STR
0	Bluff	CHA
5	Diplomacy	CHA (Trained)
1	Dungeoneering	WIS
1	Endurance	CON
6	Heal	WIS (Trained)
5	History	INT (Trained)
6	Insight	WIS (Trained)
0	Intimidate	CHA
1	Nature	WIS
1	Perception	WIS
5	Religion	INT (Trained)
0	Stealth	DEX
0	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 * [down] [up] [air] Personal
ACTION [back] [star] RANGE

AT-WILL ENCOUNTER DAILY

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 Cleric LEVEL 1 BOOK PH

Priest's Shield

KEYWORDS Divine, Weapon

Standard * [down] [up] [air] Melee weapon
ACTION [back] [star] RANGE

6 vs AC One creature
ATTACK DEFENSE TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+4) 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 (+4) at 21st level.
Warhammer: +6 attack, 1d10+5 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

Righteous Brand

KEYWORDS Divine, Weapon

Standard * [down] [up] [air] Melee weapon
ACTION [back] [star] RANGE

6 vs AC One creature
ATTACK DEFENSE TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+4) damage, and one ally within 5 squares of you gains a +3 power bonus to melee attack rolls against the target until the end of your next turn. Increase damage to 2[W] + Strength modifier (+4) at 21st level.
Warhammer: +6 attack, 1d10+5 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Lance of Faith

KEYWORDS Divine, Implement, Radiant

Standard [down] 5 [up] [air] Ranged 5
ACTION [back] [star] RANGE

1 vs Reflex One creature
ATTACK DEFENSE TARGET

Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier (+1) 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 (+1) at 21st level.
Unarmed: +1 attack, 1d8+1 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

Kord's Favor

KEYWORDS Divine

Free [down] 5 [up] [air] Ranged 5
ACTION [back] [star] RANGE

vs
ATTACK DEFENSE TARGET

Channel Divinity: You can use only one channel divinity power per encounter
Trigger: You or an ally within range scores a critical hit with a melee attack
Effect: You or the ally can spend a healing surge.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL * BOOK PH

Healing Word

KEYWORDS Divine, Healing

Minor [down] [up] [air] Close burst 5 (10 at 11th level, 15 at 16th level)
ACTION 5 [back] [star] 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.
Unarmed: +0 attack

ADDITIONAL EFFECTS

CLASS Cleric LEVEL BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

Wrathful Thunder

KEYWORDS		Divine, Thunder, Weapon	USED
Standard	* ⬇ ⬆ ⬇	Melee weapon	
ACTION	⬅ ⬆ ⬇	RANGE	
6	vs	AC	One creature
ATTACK	DEFENSE	TARGET	
<p>Attack: Strength vs. AC Hit: 1[W] + Strength modifier (+4) thunder damage, and the target is dazed until the end of your next turn. Warhammer: +6 attack, 1d10+5 damage</p>			
ADDITIONAL EFFECTS			
CLASS	Cleric	LEVEL	1 BOOK PH

ENCOUNTER POWER

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

ENCOUNTER POWER

Cascade of Light

KEYWORDS		Divine, Implement, Radiant	USED
Standard	⬇ 10 ⬆ ⬇	Ranged 10	
ACTION	⬅ ⬆ ⬇	RANGE	
1	vs	Will	One creature
ATTACK	DEFENSE	TARGET	
<p>Attack: Wisdom vs. Will Hit: 3d8 + Wisdom modifier (+1) radiant damage, and the target gains vulnerability 5 to all your attacks (save ends). Miss: Half damage, and the target gains no vulnerability. Unarmed: +1 attack, 3d8+1 damage</p>			
ADDITIONAL EFFECTS			
CLASS	Cleric	LEVEL	1 BOOK PH

DAILY POWER

Warhammer

1d10	2	Hammer	
DAMAGE	PROFICIENT	GROUP	RANGE
<p>VERSATILE (Versatile weapons are one-handed, but you can use them two-handed. If you do, you deal an extra 1 point of damage when you roll damage for the weapon. A Small character such as a halfling must use a versatile weapon two-handed, and doesn't deal extra damage.) Melee Basic Attack: +6 attack, 1d10+5 damage</p>			
NOTES			
ITEM SLOT	One-hand	WEIGHT	5 PRICE 15 BOOK PH

WEAPON

Ritual Book

			1
AC BONUS	CHECK	SPEED	QUANTITY
<p>PROPERTIES Ritual casters use a ritual book to store the rituals they have mastered.</p>			
NOTES			
ITEM SLOT		WEIGHT	3 PRICE 50 BOOK PH

ITEM

Gentle Repose

			1
AC BONUS	CHECK	SPEED	QUANTITY
<p>PROPERTIES This ritual is performed on an adjacent corpse. It quintuples the time the corpse can lie dead and still be affected by Raise Dead or a similar ritual. Gentle Repose also protects the corpse from being raised as an undead creature for 150 days.</p>			
NOTES			
ITEM SLOT		WEIGHT	0 PRICE BOOK PH

ITEM

Adventurer's Kit

			1
AC BONUS	CHECK	SPEED	QUANTITY
<p>PROPERTIES This kit includes: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days' worth of trail rations, 50 feet of hempen rope, and a waterskin.</p>			
NOTES			
ITEM SLOT		WEIGHT	33 PRICE 15 BOOK PH

ITEM

Chainmail

6	-1	-1	1
AC BONUS	CHECK	SPEED	QUANTITY
<p>PROPERTIES</p>			
NOTES			
ITEM SLOT	Body	WEIGHT	40 PRICE 40 BOOK PH

ITEM

Brew Potion

			1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES
You create a potion of your level or lower. The ritual's component cost is equal to the price of the potion you create.

NOTES

ITEM SLOT	WEIGHT 0	PRICE	BOOK <i>PH</i>
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ITEM

