

Player Name

Malphus Thorne 4 Cleric 3,750
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Shifter, Longtooth Medium 28 Male 6'2 230lbs Unaligned The Raven Queen
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	2	2	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + ARMOR/ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
21	AC	12	7			1	1	

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
19	STR Strength	4	6
14	CON Constitution	2	4
14	DEX Dexterity	2	4
8	INT Intelligence	-1	1
16	WIS Wisdom	3	5
10	CHA Charisma	0	2

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	FORT	12	4			1		

CONDITIONAL BONUSES

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
20	Passive Insight	10	+

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
21	Passive Perception	10	+

SPECIAL SENSES
Low-light Vision

SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	2	4					

ABILITY: Ranged Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 4	2	2					

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+6	4				2

ABILITY: Ranged Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+2	2				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
10	vs AC	Frost Double sword +1	1d8+8
6	vs AC	Unarmed (Melee)	1d4+6
4	vs AC	Unarmed (Range)	1d4+2
	vs		

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
41	20	10
	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 Resist 5 Fire, Resist 5 Necrotic, Resist 5 Poison

CURRENT CONDITIONS AND EFFECTS

SKILLS

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

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Longtooth Shifting - Use longtooth shifting as an encounter power

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

Common, Draconic

FEATS

Ritual Caster - Master and perform rituals

Weapon Proficiency (Double sword) - Gain proficiency with the Double sword.

Armor Proficiency (Scale) - Training with scale armor

Two-Weapon Fighting - +1 damage while holding a melee weapon in each hand

POWER INDEX

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

AT-WILL POWERS

Righteous Brand	<input type="checkbox"/>
Priest's Shield	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

ENCOUNTER POWERS

Longtooth Shifting	<input type="checkbox"/>
Divine Fortune	<input type="checkbox"/>
Turn Undead	<input type="checkbox"/>
Healing Word	<input type="checkbox"/> <input type="checkbox"/>
Healing Strike	<input type="checkbox"/>
Split the Sky	<input type="checkbox"/>

DAILY POWERS

Beacon of Hope	<input type="checkbox"/>
	<input type="checkbox"/>
	<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
Adventurer's Kit

COINS AND OTHER WEALTH

Money on hand: 85 gp
Stored money: 0 gp
Encumbrance: 91 lb. / 190 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	Frost Double sword +1 (Two-Hands) (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Black Iron Scale Armor +1 (E)	<input type="checkbox"/>
ARMS	Bracers of Mighty Striking (heroic tier) (E)	<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS		<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK	Amulet of Health +1 (E)	<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"/>
		<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
Explorer's Fire

CHARACTER PORTRAIT**PERSONALITY TRAITS**

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Last of the Breed
Everyone says that the Resolute Two Hundred are no more. That's not true—not as long I draw breath, anyway. You add Endurance and Perception to your class skill list, and you gain a +1 bonus to Endurance and Perception checks.

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME
Malphus Thorne

PLAYER NAME
RACE **Shifter, Longtooth** CLASS LEVEL **4**

HP 41	STR 19	AC 21
Spd 5	CON 14	Fort 17
Init +4	DEX 14	Ref 15
	INT 8	Will 18
	WIS 16	
	CHA 10	
20 Passive Insight	21 Passive Perception	



Second Wind

KEYWORDS	USED
Standard	Personal
ACTION	RANGE
vs	Self
ATTACK	DEFENSE
	TARGET

Effect: You spend a healing surge and regain 10 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	
10 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 power bonus to melee attack rolls against the target equal to your Strength modifier (+4) until the end of your next turn.
Increase damage to 2[W] + Strength modifier (+4) at 21st level.
Frost Double sword +1: +10 attack, 1d8+6 damage

CLASS Cleric LEVEL 1 BOOK *PH*

Priest's Shield

KEYWORDS	Divine, Weapon	USED
Standard	* +	Melee weapon
ACTION	RANGE	
10 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.
Frost Double sword +1: +10 attack, 1d8+6 damage

CLASS Cleric LEVEL 1 BOOK *PH*

Longtooth Shifting

KEYWORDS	Healing	USED
Minor	+ +	Personal
ACTION	RANGE	
vs		
ATTACK	DEFENSE	TARGET

Requirement: You must be bloodied.
Effect: Until the end of the encounter, you gain a +2 bonus to damage rolls. In addition, while you are bloodied, you gain regeneration 2.
Level 11: Regeneration 4.
Level 21: Regeneration 6.

CLASS Racial Power LEVEL * BOOK *PH2*

AT-WILL POWER



AT-WILL POWER



ENCOUNTER POWER



Divine Fortune

KEYWORDS	Divine	USED
Free	+ +	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.

CLASS Cleric LEVEL BOOK *PH*

Turn Undead

KEYWORDS	Divine, Implement, Radiant	USED
Standard	+ +	Close burst 2 (5 at 11th level, 8 at 21st level)
ACTION	RANGE	
5 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 (+0). 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.

CLASS Cleric LEVEL BOOK *PH*

Healing Word

KEYWORDS	Divine, Healing	USED
Minor	+ +	Close burst 5 (10 at 11th level, 15 at 16th 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.

regain an additional 3 hit points.

CLASS Cleric LEVEL BOOK *PH*

ENCOUNTER POWER



ENCOUNTER POWER



ENCOUNTER POWER



Healing Strike

KEYWORDS Divine, Healing, Radiant, Weapon USED

Standard	* ↓ ↘	Melee weapon
ACTION	← ✨	RANGE
10 vs AC	One creature	
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+4) 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.

Frost Double sword +1: +10 attack, 2d8+6 damage
regain an additional 3 hit points.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Split the Sky

KEYWORDS Divine, Thunder, Weapon USED

Standard	* ↓ ↘	Melee weapon
ACTION	← ✨	RANGE
10 vs Fort	One creature	
ATTACK	DEFENSE	TARGET

Attack: Strength vs. Fortitude
Hit: 1[W] + Strength modifier (+4) thunder damage, and you push the target 2 squares and knock it prone.

Frost Double sword +1: +10 attack, 1d8+6 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 3 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Beacon of Hope

KEYWORDS Divine, Healing, Implement USED

Standard	↓ ↘	Close burst 3
ACTION	← 3 ✨	RANGE
5 vs Will	Each enemy in burst	
ATTACK	DEFENSE	TARGET

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.
regain an additional 3 hit points.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

DAILY POWER DUNGEONS & DRAGONS

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

Target: You or one creature
Effect: The target regains hit points as if it had spent a healing surge.
regain an additional 3 hit points.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 2 BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

Black Iron Scale Armor +1

	+1 AC	
BONUS	ENHANCEMENT	CRITICAL

PROPERTIES
Resist 5 fire. Resist 5 necrotic.

KEYWORDS USED

ACTION	<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
---------------	----------------------------------	------------------------------------	--------------------------------

POWER

ITEM SLOT/TYPE Body LEVEL 4 PRICE 840 BOOK

MAGIC ITEM DUNGEONS & DRAGONS

Frost Double sword +1

	+1 attack rolls and damage	+1d6 cold damage
BONUS	ENHANCEMENT	CRITICAL

PROPERTIES

KEYWORDS USED

ACTION	<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
---------------	---	------------------------------------	---

POWER
Power (At-Will • Cold): Free Action. All damage dealt by this weapon is cold damage. Another free action returns the damage to normal.
Power (Daily • Cold): Free Action. Use this power when you hit with the weapon. The target takes 1d8 cold damage and is slowed until the end of your next turn.

ITEM SLOT/TYPE Two-Hands LEVEL 3 PRICE 680 BOOK

MAGIC ITEM DUNGEONS & DRAGONS

Bracers of Mighty Striking (heroic tier)

BONUS	ENHANCEMENT	CRITICAL

PROPERTIES
When you hit with a melee basic attack, you gain a +2 item bonus to the damage roll.

KEYWORDS USED

ACTION	<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
---------------	----------------------------------	------------------------------------	--------------------------------

POWER
Item Slot: Arms

ITEM SLOT/TYPE Arms LEVEL 2 PRICE 520 BOOK

MAGIC ITEM DUNGEONS & DRAGONS

Amulet of Health +1

	+1 Fortitude, Reflex, and Will	
BONUS	ENHANCEMENT	CRITICAL

PROPERTIES
Gain resist 5 poison.

KEYWORDS USED

ACTION	<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
---------------	----------------------------------	------------------------------------	--------------------------------

POWER
Item Slot: Neck

ITEM SLOT/TYPE Neck LEVEL 3 PRICE 680 BOOK

MAGIC ITEM DUNGEONS & DRAGONS