

Player Name

Wilbert Sneezleby

1 Cleric

Character Name

Level Class

Paragon Path

Epic Destiny

Total XP

 Human Medium 33 Male 5'7 142 lbs Unaligned Waukeen  
 Race Size Age Gender Height Weight Alignment Deity

Adventuring Company

RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
-1	Initiative	-1	

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + ARMOR/ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	AC	10	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	0
14	CON Constitution	2	2
8	DEX Dexterity	-1	-1
10	INT Intelligence	0	0
18	WIS Wisdom	4	4
15	CHA Charisma	2	2

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
19	Passive Insight	10 +	9

14	Passive Perception	10 +	4
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SPECIAL SENSES

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Morningstar

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 2	0	0		2			

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 0	0	0					

### 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
2	vs AC	Morningstar	1d10
0	vs AC	Unarmed (Melee)	1d4
-1	vs AC	Unarmed (Range)	1d4-1
	vs		

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
26	13	6
	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

### 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.

### FEATS

**Action Surge** - +3 to attacks when you spend an action point

**Ritual Caster** - Master and perform rituals

**Waukeen's Silver Tongue** - Use Channel Divinity to invoke Waukeen's silver tongue

### SKILLS

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

### LANGUAGES KNOWN

Common, Dwarven



CHARACTER NAME  
**Wilbert Sneezleby**

PLAYER NAME

RACE Human CLASS LEVEL 1

<b>HP</b> 26	<b>STR</b> 11	<b>AC</b> 16
<b>Spd</b> 5	<b>CON</b> 14	<b>Fort</b> 13
<b>Init</b> -1	<b>DEX</b> 8	<b>Ref</b> 11
	<b>INT</b> 10	<b>Will</b> 17
	<b>WIS</b> 18	
	<b>CHA</b> 15	

**19** Passive Insight    **14** Passive Perception



Second Wind

KEYWORDS

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 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

Sacred Flame

KEYWORDS Divine, Implement, Radiant

Standard	Ranged 5
<b>ACTION</b>	<b>RANGE</b>
4 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 (+2) + one-half your level or to make a saving throw.  
Increase damage to 2d6 + Wisdom modifier (+4) at 21st level.

Holy Symbol: +4 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

Lance of Faith

KEYWORDS Divine, Implement, Radiant

Standard	Ranged 5
<b>ACTION</b>	<b>RANGE</b>
4 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: +4 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

Priest's Shield

KEYWORDS Divine, Weapon

Standard	Melee weapon
<b>ACTION</b>	<b>RANGE</b>
2 vs AC	One creature
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

Attack: Strength vs. AC  
Hit: 1[W] + Strength modifier (+0) 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 (+0) at 21st level.

Morningstar: +2 attack, 1d10 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

AT-WILL POWER

AT-WILL POWER

Divine Fortune

KEYWORDS Divine

Free	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.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL BOOK PH

Turn Undead

KEYWORDS Divine, Implement, Radiant

Standard	Close burst 2 (5 at 11th level, 8 at 21st level)
<b>ACTION</b>	<b>RANGE</b>
4 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 (+2). 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.

Holy Symbol: +4 attack, 1d10+4 damage

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

CLASS Cleric LEVEL BOOK PH

Healing Word

KEYWORDS Divine, Healing

Minor	Close burst 5 (10 at 11th level, 15 at 21st 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

CLASS Cleric LEVEL BOOK PH

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## Waukeen's Silver Tongue

KEYWORDS Divine USED

Imm Interr	+	10	Close burst 10
<b>ACTION</b>	←	10	<b>RANGE</b>
vs			One ally in burst
<b>ATTACK</b>	<b>DEFENSE</b>		<b>TARGET</b>

Channel Divinity: You can use only one channel divinity power per encounter  
 Effect: The target rerolls a Bluff, Diplomacy, or Intimidate check he just rolled, with a +5 power bonus. He uses the new result, even if it is lower than the original result.

ADDITIONAL EFFECTS

CLASS      LEVEL \*      BOOK *FRPG*

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## Cause Fear

KEYWORDS Divine, Fear, Implement USED

Standard	+	10	Ranged 10
<b>ACTION</b>	←		<b>RANGE</b>
4	vs	Will	One creature
<b>ATTACK</b>	<b>DEFENSE</b>		<b>TARGET</b>

Attack: Wisdom vs. Will  
 Hit: The target moves its speed + your Charisma modifier (+2) away from you. The fleeing target avoids unsafe squares and difficult terrain if it can. This movement provokes opportunity attacks.

Holy Symbol: +4 attack, 0 damage

ADDITIONAL EFFECTS

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

CLASS Cleric      LEVEL 1      BOOK *PH*

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## Cascade of Light

KEYWORDS Divine, Implement, Radiant USED

Standard	+	10	Ranged 10
<b>ACTION</b>	←		<b>RANGE</b>
4	vs	Will	One creature
<b>ATTACK</b>	<b>DEFENSE</b>		<b>TARGET</b>

Attack: Wisdom vs. Will  
 Hit: 3d8 + Wisdom modifier (+4) radiant damage, and the target gains vulnerability 5 to all your attacks (save ends).  
 Miss: Half damage, and the target gains no vulnerability.

Holy Symbol: +4 attack, 3d8+4 damage

ADDITIONAL EFFECTS

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

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