

Player Name

Wilbert Sneezleby

2

Cleric

3,750

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
0	-1	1	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + ARMOR/ 1/2 LVL	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
11	STR Strength	0	1
14	CON Constitution	2	3
8	DEX Dexterity	-1	0
10	INT Intelligence	0	1
18	WIS Wisdom	4	5
15	CHA Charisma	2	3

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	FORT	11	2				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
18	WILL	11	4	2			1	

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
20	Passive Insight	10	+

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
15	Passive Perception	10	+

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Morningstar

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 3	1	0		2			

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 1	1	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
3	vs AC	Morningstar	1d10
1	vs AC	Unarmed (Melee)	1d4
0	vs AC	Unarmed (Range)	1d4-1
	vs		

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
31	15	7

HEALING SURGES	HEALING SURGES
7	9

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

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

Human Perseverance - +1 to saving throws

SKILLS

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

LANGUAGES KNOWN

Common, Dwarven

CHARACTER NAME
Wilbert Sneezleby

PLAYER NAME

RACE Human CLASS LEVEL 2

HP 31	STR 11	AC 17
Spd 5	CON 14	Fort 14
Init +0	DEX 8	Ref 12
	INT 10	Will 18
	WIS 18	
	CHA 15	

20 Passive Insight **15** Passive Perception



Second Wind

KEYWORDS

Standard	Personal
ACTION	RANGE
vs	Self
ATTACK	DEFENSE
	TARGET

Effect: You spend a healing surge and regain 7 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
ACTION	RANGE
5 vs Reflex	One creature
ATTACK	DEFENSE
	TARGET

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: +5 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
ACTION	RANGE
5 vs Reflex	One creature
ATTACK	DEFENSE
	TARGET

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: +5 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
ACTION	RANGE
3 vs AC	One creature
ATTACK	DEFENSE
	TARGET

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: +3 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
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.

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)
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 (+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: +5 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)
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

CLASS Cleric LEVEL BOOK PH

ENCOUNTER POWER

ENCOUNTER POWER

ENCOUNTER POWER

Waukeen's Silver Tongue

KEYWORDS		Divine	USED
Imm Interr	↓	10	Close burst 10
ACTION	←	✱	RANGE
5	vs	Will	One ally in burst
ATTACK		DEFENSE	TARGET
<p>Channel Divinity: You can use only one channel divinity power per encounter</p> <p>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.</p>			
ADDITIONAL EFFECTS			
CLASS	LEVEL *	BOOK	FRPG

ENCOUNTER POWER



Cause Fear

KEYWORDS		Divine, Fear, Implement	USED
Standard	↓	10	Ranged 10
ACTION	←	✱	RANGE
5	vs	Will	One creature
ATTACK		DEFENSE	TARGET
<p>Attack: Wisdom vs. Will</p> <p>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.</p> <p>Holy Symbol: +5 attack, 0 damage</p>			
ADDITIONAL EFFECTS			
+3 to attack rolls if this attack was gained by spending an action			
CLASS	LEVEL	BOOK	PH

ENCOUNTER POWER



Cascade of Light

KEYWORDS		Divine, Implement, Radiant	USED
Standard	↓	10	Ranged 10
ACTION	←	✱	RANGE
5	vs	Will	One creature
ATTACK		DEFENSE	TARGET
<p>Attack: Wisdom vs. Will</p> <p>Hit: 3d8 + Wisdom modifier (+4) 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>Holy Symbol: +5 attack, 3d8+4 damage</p>			
ADDITIONAL EFFECTS			
+3 to attack rolls if this attack was gained by spending an action			
CLASS	LEVEL	BOOK	PH

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>Target: You or one creature</p> <p>Effect: The target regains hit points as if it had spent a healing surge.</p>			
ADDITIONAL EFFECTS			
CLASS	LEVEL	BOOK	PH

UTILITY POWER

