

Player Name

Wilbert Sneezleby

4

Cleric

Character Name

Level

Class

Paragon Path

Epic Destiny

3,750

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 | -1 | 2 | |

CONDITIONAL MODIFIERS

DEFENSES

| SCORE | DEFENSE | 10 + ARMOR/ 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------|---------|------------------------|------|-------|------|-----|------|------|
| 19 | AC | 12 | 6 | | | 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 |
|-------|---------------------|----------|---------------|
| 11 | STR Strength | 0 | 2 |
| 14 | CON Constitution | 2 | 4 |
| 8 | DEX Dexterity | -1 | 1 |
| 10 | INT Intelligence | 0 | 2 |
| 19 | WIS Wisdom | 4 | 6 |
| 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 |
|-------|---------|-----------------|------|-------|------|-----|------|------|
| 13 | REF | 12 | | | | | 1 | |

CONDITIONAL BONUSES

| SCORE | DEFENSE | 10 + 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------|---------|-----------------|------|-------|------|-----|------|------|
| 19 | WILL | 12 | 4 | 2 | | | 1 | |

CONDITIONAL BONUSES

SENSES

| SCORE | PASSIVE SENSE | BASE | SKILL BONUS |
|-------|-----------------|------|-------------|
| 21 | Passive Insight | 10 + | 11 |

| SCORE | PASSIVE SENSE | BASE | SKILL BONUS |
|-------|--------------------|------|-------------|
| 16 | Passive Perception | 10 + | 6 |

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Morningstar

| ATT BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC |
|-----------|---------|------|-------|------|------|-----|------|
| + 4 | 2 | 0 | | 2 | | | |

ABILITY: Melee Basic Attack - Unarmed

| ATT BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC |
|-----------|---------|------|-------|------|------|-----|------|
| + 2 | 2 | 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 |
|--------|---------|-----------------|--------|
| 4 | vs AC | Morningstar | 1d10 |
| 2 | vs AC | Unarmed (Melee) | 1d4 |
| 1 | vs AC | Unarmed (Range) | 1d4-1 |
| | vs | | |

HIT POINTS

| MAX HP | BLOODIED | HEALING SURGES SURGE VALUE | SURGES/DAY |
|--------|----------|-------------------------------|------------|
| 46 | 23 | 11 | 9 |

| CURRENT HIT POINTS | 1/2 HP | 1/4 HP | 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

Toughness - Gain 5 additional hit points per tier

SKILLS

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

LANGUAGES KNOWN

Common, Dwarven

CHARACTER NAME
Wilbert Sneezleby

PLAYER NAME

RACE Human CLASS LEVEL 4

| | | |
|-------------------|------------------|-------------------|
| HP 46 | STR 11 | AC 19 |
| Spd 5 | CON 14 | Fort 15 |
| Init +1 | DEX 8 | Ref 13 |
| | INT 10 | Will 19 |
| | WIS 19 | |
| | CHA 16 | |

21 Passive Insight **16** Passive Perception



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

ENCOUNTER SPECIAL

ENCOUNTER ACTION

Sacred Flame

KEYWORDS Divine, Implement, Radiant

| | |
|---------------|----------------|
| Standard | Ranged 5 |
| ACTION | RANGE |
| 7 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 (+3) + one-half your level or to make a saving throw. Increase damage to 2d6 + Wisdom modifier (+4) at 21st level.

Symbol of Battle +1: +7 attack, 1d6+5 damage
Holy Symbol: +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

Lance of Faith

KEYWORDS Divine, Implement, Radiant

| | |
|---------------|----------------|
| Standard | Ranged 5 |
| ACTION | RANGE |
| 7 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.

Symbol of Battle +1: +7 attack, 1d8+5 damage
Holy Symbol: +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

Priest's Shield

KEYWORDS Divine, Weapon

| | |
|---------------|----------------|
| Standard | Melee weapon |
| ACTION | RANGE |
| 4 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: +4 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 |
| 7 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 (+3). 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.

Symbol of Battle +1: +7 attack, 1d10+5 damage
Holy Symbol: +6 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 | ↶ 10 ✖ | RANGE | |
| 7 | 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 DUNGEONS & DRAGONS

Cause Fear

| | | | |
|--|----------------|-------------------------|--------------|
| KEYWORDS | | Divine, Fear, Implement | USED |
| Standard | ↓ 10 ↗ | Ranged 10 | |
| ACTION | ↶ ✖ | RANGE | |
| 7 | vs | Will | One creature |
| ATTACK | DEFENSE | TARGET | |
| <p>Attack: Wisdom vs. Will</p> <p>Hit: The target moves its speed + your Charisma modifier (+3) away from you. The fleeing target avoids unsafe squares and difficult terrain if it can. This movement provokes opportunity attacks.</p> <p>Symbol of Battle +1: +7 attack, 0 damage</p> <p>Holy Symbol: +6 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 DUNGEONS & DRAGONS

Command

| | | | |
|---|----------------|--------------------------|--------------|
| KEYWORDS | | Charm, Divine, Implement | USED |
| Standard | ↓ 10 ↗ | Ranged 10 | |
| ACTION | ↶ ✖ | RANGE | |
| 7 | 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 Battle +1: +7 attack, 0 damage</p> <p>Holy Symbol: +6 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 DUNGEONS & DRAGONS

Cascade of Light

| | | | |
|--|----------------|----------------------------|--------------|
| KEYWORDS | | Divine, Implement, Radiant | USED |
| Standard | ↓ 10 ↗ | Ranged 10 | |
| ACTION | ↶ ✖ | RANGE | |
| 7 | 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>Symbol of Battle +1: +7 attack, 3d8+5 damage</p> <p>Holy Symbol: +6 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 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 | | | |
| <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 DUNGEONS & DRAGONS

Exalted Chainmail +1

| | | | |
|--|--------------------|-----------------|------------|
| | | +1 AC | |
| BONUS | ENHANCEMENT | CRITICAL | |
| PROPERTIES | | | |
| KEYWORDS | | | USED |
| <input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> DAILY | | | |
| POWER | | | |
| <p>Power (Daily • Healing): Minor Action. Until the end of your turn, each character healed by one of your encounter powers or daily powers regains additional hit points equal to 1d10 + your Charisma modifier (+3).</p> | | | |
| ITEM SLOT/TYPE | Body | LEVEL 5 | PRICE 1000 |
| BOOK | | | |

MAGIC ITEM DUNGEONS & DRAGONS

Belt of Sacrifice (heroic tier)

| | | | |
|---|--------------------|----------------------------|-------------|
| | | +1 attack rolls and damage | +1d8 damage |
| BONUS | ENHANCEMENT | CRITICAL | |
| PROPERTIES | | | |
| Each ally within 5 squares of you gains a +1 item bonus to his or her healing surge value. | | | |
| KEYWORDS | | | USED |
| <input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> DAILY | | | |
| POWER | | | |
| <p>Item Slot: Waist</p> <p>Power (Daily • Healing): Minor Action. Lose two healing surges. An ally within 5 squares of you regains one healing surge.</p> | | | |
| ITEM SLOT/TYPE | Waist | LEVEL 7 | PRICE 2600 |
| BOOK | | | |

MAGIC ITEM DUNGEONS & DRAGONS

Symbol of Battle +1

| | | | |
|---|--------------------|----------------------------|-------------|
| | | +1 attack rolls and damage | +1d8 damage |
| BONUS | ENHANCEMENT | CRITICAL | |
| PROPERTIES | | | |
| KEYWORDS | | | |
| <input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> DAILY | | | |
| POWER | | | |
| <p>Item Slot: Off-hand</p> <p>Power (Daily): Free Action. Use this power when you hit with an attack using this holy symbol. Deal an extra 1d10 damage.</p> | | | |
| ITEM SLOT/TYPE | Off-hand | LEVEL 5 | PRICE 1000 |
| BOOK | | | |

MAGIC ITEM DUNGEONS & DRAGONS

Potion of Healing (heroic tier)

| | | | |
|--|--------------------|----------------------------|-------------|
| | | +1 attack rolls and damage | +1d8 damage |
| BONUS | ENHANCEMENT | CRITICAL | |
| PROPERTIES | | | |
| KEYWORDS | | | |
| <input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY | | | |
| POWER | | | |
| <p>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.</p> | | | |
| ITEM SLOT/TYPE | | LEVEL 5 | PRICE 50 |
| BOOK | | | |

MAGIC ITEM DUNGEONS & DRAGONS