

Player Name

kotsfcleric 1 Cleric 0
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Shifter, Longtooth Medium 5"-9" 160lbs The Raven Queen
 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 + 1/2 LVL	ARMOR/ 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
18	STR Strength	4	4
11	CON Constitution	0	0
8	DEX Dexterity	-1	-1
10	INT Intelligence	0	0
18	WIS Wisdom	4	4
13	CHA Charisma	1	1

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
19	Passive Insight	10	+

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
14	Passive Perception	10	+

 SPECIAL SENSES
 Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Morningstar

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+7	0	4		2			1

ABILITY: Melee Basic Attack - Unarmed

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

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
23	11	5	5	7

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

Longtooth Shifting - Use longtooth shifting as an encounter

power

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Morningstar

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+4	4				

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+4	4				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
7	vs AC	Morningstar	1d10+4
4	vs AC	Unarmed (Melee)	1d4+4
-1	vs AC	Unarmed (Range)	1d4-1
	vs		

SKILLS

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

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

Ritual Caster - Master and perform rituals

Weapon Expertise (Mace) - Gain bonus to attack rolls with Maces.

LANGUAGES KNOWN

Common, Goblin

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"/>
	<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"/>
	<input type="checkbox"/>

UTILITY POWERS

	<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
Chainmail (E)
Morningstar (E)
Holy Symbol
Adventurer's Kit

COINS AND OTHER WEALTH

Money on hand: 10 gp
Stored money:
Encumbrance: 85 / 180

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	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
ARMOR	<input type="checkbox"/>
ARMS	<input type="checkbox"/>
FEET	<input type="checkbox"/>
HANDS	<input type="checkbox"/>
HEAD	<input type="checkbox"/>
NECK	<input type="checkbox"/>
RING	<input type="checkbox"/>
RING	<input type="checkbox"/>
WAIST	<input type="checkbox"/>
	<input type="checkbox"/>
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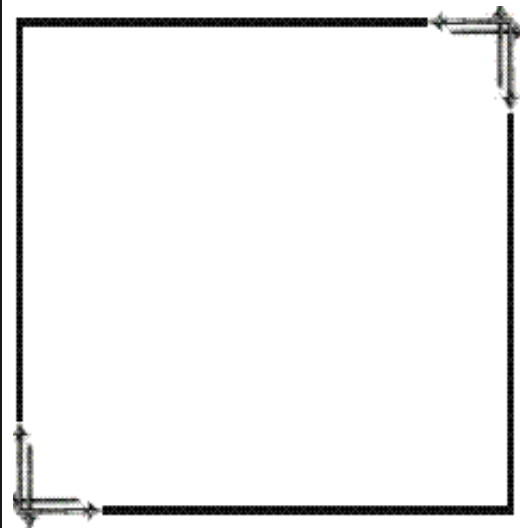
Daily Item Powers Per Day

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

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME

kotsfcleric

PLAYER NAME

RACE Shifter, Longtooth CLASS Cleric LEVEL 1

HP 23	18 STR	AC 16
Spd 5	11 CON	Fort 14
Init -1	8 DEX	Ref 10
	10 INT	Will 16
	18 WIS	
	13 CHA	

19 Passive Insight	14 Passive Perception
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PLAY DATA



ENCOUNTER SPECIAL



ENCOUNTER ACTION



Second Wind

KEYWORDS USED

Standard	+	↗	Personal
ACTION	←	✳	RANGE
	vs		Self
ATTACK	DEFENSE	TARGET	

Effect: You spend a healing surge and regain 5 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

Melee Basic Attack

KEYWORDS Weapon USED

Standard	* ↑ ↗	Melee weapon
ACTION	← ✳	RANGE
7	vs	AC
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+4) damage.
Increase damage to 2[W] + Strength modifier (+4) at 21st level.
Special: You can use an unarmed attack as a weapon to make a melee basic attack.

Morningstar: +7 attack, 1d10+4 damage

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK

AT-WILL POWER



Ranged Basic Attack

KEYWORDS Weapon USED

Standard	↑ * ↗	Ranged weapon
ACTION	← ✳	RANGE
-1	vs	AC
ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (-1) damage.
Increase damage to 2[W] + Dexterity modifier (-1) at 21st level.
Special: Weapons with the heavy thrown property use Strength instead of Dexterity for attack rolls and damage rolls. Warlocks can use eldritch blast as a ranged basic attack, and wizards can use magic missile as a ranged basic attack.

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK

AT-WILL POWER



Righteous Brand

KEYWORDS Divine, Weapon USED

Standard	* ↑ ↗	Melee weapon
ACTION	← ✳	RANGE
7	vs	AC
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.

Morningstar: +7 attack, 1d10+4 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

AT-WILL POWER



Priest's Shield

KEYWORDS Divine, Weapon USED

Standard	* ↑ ↗	Melee weapon
ACTION	← ✳	RANGE
7	vs	AC
ATTACK	DEFENSE	TARGET

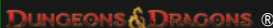
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+4) damage, and you and one adjacent ally gain a +1 power bonus to AC until the end of your next turn.
Increase damage to 2[W] + Strength modifier (+4) at 21st level.

Morningstar: +7 attack, 1d10+4 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

AT-WILL POWER



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.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK PH2

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.




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 21st level)
ACTION	 2 	RANGE
4	vs Will	Each undead creature in burst
ATTACK	DEFENSE	TARGET
<p>Channel Divinity: You can use only one channel divinity power per encounter</p> <p>Attack: Wisdom vs. Will</p> <p>Hit: 1d10 + Wisdom modifier (+4) radiant damage, and you push the target a number of squares equal to 3 + your Charisma modifier (+1). The target is immobilized until the end of your next turn.</p> <p>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.</p> <p>Miss: Half damage, and the target is not pushed or immobilized.</p> <p>Holy Symbol: +4 attack, 1d10+4 damage</p>		
ADDITIONAL EFFECTS		
CLASS Cleric	LEVEL	BOOK PH




ENCOUNTER POWER 

Healing Word

KEYWORDS Divine, Healing		USED
Minor		Close burst 5 (10 at 11th level, 15 at 21st level)
ACTION	 5 	RANGE
	vs	You or one ally
ATTACK	DEFENSE	TARGET
<p>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.</p> <p>Effect: The target can spend a healing surge and regain an additional 1d6 hit points.</p> <p>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.</p>		
ADDITIONAL EFFECTS		
CLASS Cleric	LEVEL	BOOK PH




ENCOUNTER POWER 

Healing Strike

KEYWORDS Divine, Healing, Radiant, Weapon		USED
Standard		Melee weapon
ACTION	 	RANGE
7	vs AC	One creature
ATTACK	DEFENSE	TARGET
<p>Attack: Strength vs. AC</p> <p>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.</p> <p>Morningstar: +7 attack, 2d10+4 damage regain an additional 4 hit points.</p>		
ADDITIONAL EFFECTS		
CLASS Cleric	LEVEL 1	BOOK PH

ENCOUNTER POWER 

Beacon of Hope

KEYWORDS Divine, Healing, Implement		USED
Standard		Close burst 3
ACTION	 3 	RANGE
4	vs Will	Each enemy in burst
ATTACK	DEFENSE	TARGET
<p>Attack: Wisdom vs. Will</p> <p>Hit: The target is weakened until the end of its next turn.</p> <p>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.</p> <p>Holy Symbol: +4 attack, 0 damage regain an additional 4 hit points.</p>		
ADDITIONAL EFFECTS		
CLASS Cleric	LEVEL 1	BOOK PH

DAILY POWER 

Morningstar

1d10	2	Mace	
DAMAGE	PROFICIENT	GROUP	RANGE
PROPERTIES			
Simple two-handed melee weapon			
Cost: 10 gp			
Damage: 1d10			
Proficient: +2			
Weight: 8 lb.			
Melee Basic Attack: +7 attack, 1d10+4 damage			
NOTES			
ITEM SLOT Two-Hands	WEIGHT 8	PRICE 10	BOOK

WEAPON 

Ritual Book

			1
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
NOTES			
ITEM SLOT	WEIGHT 3	PRICE 50	BOOK

ITEM 


Gentle Repose

			1
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
NOTES			
ITEM SLOT	WEIGHT 0	PRICE	BOOK

ITEM 

Chainmail

6	-1	-1	1
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
NOTES			
ITEM SLOT Body	WEIGHT 40	PRICE 40	BOOK

ITEM 

Holy Symbol

			1
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
NOTES			
ITEM SLOT Off-hand	WEIGHT 1	PRICE 10	BOOK

ITEM 

Adventurer's Kit

AC BONUS	CHECK	SPEED	QUANTITY
			1
PROPERTIES			
NOTES			
ITEM SLOT	WEIGHT 33	PRICE 15	BOOK

ITEM

