

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

10

Level

Gardain
male Gold Dwarf Cleric (Templar)

Age Height Weight Medium Moradin
Size Deity

20500

Total XP

26000

Defenses

30	18	18	23
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP (Bloodied)	71	Temp HP
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Current Hit Points

Healing Surges

Surge Value	Surges/Day
17	9

Current Conditions:

Combat Statistics and Senses

Initiative	5
Conditional Modifiers:	
Speed	6
Passive Insight	25
Passive Perception	20

Special Senses: Low-light

Action Points

Action Points	Milestones	Action Points
	0	1
	1	2
	2	3

Effect: Gain a standard action this turn.
Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Second Wind (one per encounter)

Used

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

Death Saving Throw Failures

Saving Throw Mods

0

+5 Saving Throws against poison

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Dwarven Thrower Execution axe +2

12	1d12+6
Strength vs. AC	Damage

Ranged

Dwarven Thrower Execution axe +2

12	1d12+6
Dexterity vs. AC	Damage

Languages

Common, Dwarven



Abilities

STR Strength	14	7
CON Constitution	14	7
DEX Dexterity	10	5
INT Intelligence	14	7
WIS Wisdom	20	10
CHA Charisma	13	6

Skills

Acrobatics	Dexterity	4
Arcana	Intelligence	✓ 12
Athletics	Strength	6
Bluff	Charisma	6
Diplomacy	Charisma	6
Dungeoneering	Wisdom	12
Endurance	Constitution	8
Heal	Wisdom	✓ 15
History	Intelligence	7
Insight	Wisdom	✓ 15
Intimidate	Charisma	6
Nature	Wisdom	10
Perception	Wisdom	10
Religion	Intelligence	✓ 12
Stealth	Dexterity	4
Streetwise	Charisma	6
Thievery	Dexterity	4

Player Name

Gardain
Character Name



Character Details

Background

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Amulet of Protection +1

Arms

Hands

Rings

Rings

Main Hand

Dwarven Thrower Execution axe...

Off Hand

Waist

Armor

Angelsteel Chainmail +4

Feet

Tattoo

Ki Focus

Other Equipment

Ritual Book

Dazzling Plate Plate Armor +1

Potion of Cure Light Wounds

Potion of Cure Moderate Wounds

Holy Water (level 1) (2)

Symbol of the Sun +2

Total Weight (lbs.)

110

Carrying Capacity (lbs.)

Treasure

100 gp
0 gp banked

Normal

140

Heavy

280

Max

700

Player Name

Gardain

Character Name



Racial Features

Cast-Iron Stomach

+5 bonus to saving throws against poison.

Dwarven Resilience

You have the dwarven resilience power

Dwarven Weapon Proficiency

Proficient with hammers.

Encumbered Speed

Armor or heavy load doesn't reduce your speed.
(Other effects still can.)

Stand Your Ground

Can move 1 less when forced to move.
Immediate saving throw to avoid being knocked prone.

Class/Other Features

Battle Cleric's Lore

Gain +2 shield bonus to AC, scale armor proficiency; grant target of your surge-using healing powers a +2 bonus to attack rolls until your next turn ends

Channel Divinity

Invoke a channel divinity class feature or other power; encounter.

Ritual Casting

Gain Ritual Caster as a bonus feat.

In addition, you possess a ritual book, and it contains two 1st-level rituals of your choice that you have mastered.

Feats

Mighty Crusader Expertise

Gain +1/2/3 (by tier) feat bonus to attack rolls with two-handed melee weapons and holy symbols; while you wield two-handed melee weapons, ranged and area holy symbol attacks don't provoke opportunity attacks

Ritual Caster

Master and perform rituals

Quick Steps

Gain a +1 feat bonus to speed.

Healer's Implement

Add holy symbol enhancement bonus to healing powers

Amoth's Grace

Armor Proficiency: Plate

Training with plate armor

Dwarven Weapon Training

+2 damage and proficiency with axes and hammers

Superior Implement Training (Astral symbol)

Can use Astral symbols

Gardain

Level 10 Gold Dwarf Cleric (Templar)

HP	Score	Ability	Mod	AC
71	14	STR	2	30
Spd	14	CON	2	Fort
6	10	DEX	0	18
Init	14	INT	2	Ref
+5	20	WIS	5	18
	13	CHA	1	Will
				23
25 Passive Insight				
20 Passive Perception				

Player Name:

Melee Basic Attack

At-Will ♦ Standard Action

Dwarven Thrower Execution axe +2: +12 vs. AC, 1d12+6 damage

Melee weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+2) damage.

Level 21: 2[W] + Str modifier (+2) damage.

Additional Effects

Basic Attack

Singing Strike

At-Will ♦ Standard Action

Dwarven Thrower Execution axe +2: +15 vs. AC, 1d12+9 damage

Melee weapon **Target:** One creature

Your weapon sings with holy power and glows from the presence of your deity.

Keywords: Divine, Radiant, Thunder, Weapon

Attack: Wisdom vs. AC

Hit: 1[W] + Wis modifier (+5) radiant and thunder damage.

Effect: The target takes a -2 penalty to attack rolls until the end of your next turn.

Additional Effects

Cleric Attack 1

Skills

Acrobatics	Dexterity	4
Arcana	Intelligence	• 12
Athletics	Strength	6
Bluff	Charisma	6
Diplomacy	Charisma	6
Dungeoneering	Wisdom	12
Endurance	Constitution	8
Heal	Wisdom	• 15
History	Intelligence	7
Insight	Wisdom	• 15
Intimidate	Charisma	6
Nature	Wisdom	10
Perception	Wisdom	10
Religion	Intelligence	• 12
Stealth	Dexterity	4
Streetwise	Charisma	6
Thievery	Dexterity	4

• indicates a trained skill.

Ranged Basic Attack

At-Will ♦ Standard Action

Dwarven Thrower Execution axe +2: +12 vs. AC, 1d12+6 damage

Ranged weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+0) damage.

Level 21: 2[W] + Dex modifier (+0) damage.

Additional Effects

Basic Attack

Earthen Hail

Encounter ♦ Standard Action

Dwarven Thrower Execution axe +2: +15 vs. Fortitude, 1d12+9 damage

Melee weapon **Target:** One creature

As your weapon slams into your enemy, shock waves of power emanate from it to bombard your foes with shards of stone. That same energy imbues you and your allies with superior endurance and durability.

Keywords: Divine, Weapon

Attack: Wisdom vs. Fortitude

Hit: 1[W] + Wis modifier (+5) damage, and enemies in a blast 3 that includes the target suffer damage equal to your Con modifier (+2). The target also takes this damage.

Effect: You and each ally within 3 squares of you gain a +2 power bonus to AC and Fortitude until the end of your next turn.

Additional Effects

Cleric Attack 1

Action Point

Base action points: 1



Effect: Gain a standard action this turn.

Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Encounter Special

Gaze of Defiance

At-Will ♦ Standard Action

Astral symbol of Turning +3: +14 vs. Will, 1d8+8 damage

Ranged 5 **Target:** One creature

With a fearless glare, you mark your foe as a target for allied attacks.

Keywords: Divine, Implement, Psychic

Attack: Wisdom vs. Will

Hit: 1d8 + Wis modifier (+5) psychic damage, and your allies gain a +1 power bonus to attack rolls against the target until the end of your next turn. If the target attacks you before the end of your next turn, the bonus increases to +3.

Additional Effects

Cleric Attack 1

Daunting Light

Encounter ♦ Standard Action

Astral symbol of Turning +3: +14 vs. Reflex, 2d10+8 damage

Ranged 10 **Target:** One creature

A burning column of light engulfs your foe. Its brilliance burns your enemy and hinders its defenses for a short time.

Keywords: Divine, Implement, Radiant

Attack: Wisdom vs. Reflex

Hit: 2d10 + Wis modifier (+5) radiant damage.

Effect: One ally you can see gains combat advantage against the target until the end of your next turn.

Additional Effects

Cleric Attack 3

Used

<h3>Wrathful Lightning</h3> <p>Encounter ♦ Standard Action</p> <p>Dwarven Thrower Execution axe +2: +15 vs. AC, 2d12+9 damage</p> <p>Ranged 5 Target: One creature</p> <p><i>A scouring wind launches your weapon with divine strength. Then, with a pulse of thunder and flash of lightning, you appear at your enemy's side.</i></p> <p>Keywords: Divine, Lightning, Teleportation, Thunder, Weapon</p> <p>Requirement: You must use this power with a melee weapon.</p> <p>Attack: Wisdom vs. AC</p> <p>Hit: 2[W] + Wis modifier (+5) lightning and thunder damage.</p> <p>Effect: You can teleport yourself or an ally within 5 squares of you to a square adjacent to the target. Your melee weapon also returns to your hand.</p> <p>Additional Effects</p>	<h3>Lesser Aspect of Wrath</h3> <p>Daily ♦ Standard Action</p> <p>Dwarven Thrower Execution axe +2: +15 vs. Will, 1d12+9 damage</p> <p>Melee weapon Target: One creature</p> <p><i>You glow with the wrath of your god.</i></p> <p>Keywords: Divine, Radiant, Weapon</p> <p>Attack: Wisdom vs. Will</p> <p>Hit: 1[W] + Wis modifier (+5) radiant damage.</p> <p>Effect: You gain 10 temporary hit points. Until the end of the encounter, you gain a +1 power bonus to attack rolls, and any enemy that ends its turn adjacent to you takes radiant damage equal to your Con modifier (+2).</p> <p>Additional Effects</p>	<h3>Sundered Fortune</h3> <p>Daily ♦ Standard Action</p> <p>Astral symbol of Turning +3: +14 vs. Will</p> <p>Area burst 1 within 5 squares Target: Each enemy in the burst</p> <p><i>Your prayer disconnects your enemies from their good fortune, and each success they have now brings them misery.</i></p> <p>Keywords: Divine, Implement</p> <p>Attack: Wisdom vs. Will</p> <p>Hit: The target is subjected to sundered fortune (save ends). While under the effect of a sundered fortune, the target takes a -2 penalty to attack rolls and takes damage equal to 5 + your Wis modifier (+5) each time it hits with an attack or succeeds at a saving throw (including the save against this power).</p> <p>Effect: The target grants combat advantage until the end of your next turn.</p> <p>Additional Effects</p>
<p>Cleric Attack 7 Used <input type="checkbox"/></p> <h3>Blade Barrier</h3> <p>Daily ♦ Standard Action</p> <p>Area wall 5 within 10 squares</p> <p><i>A barrier of whirling blades appears, slashing at those who come too close or try to pass through.</i></p> <p>Keywords: Conjuration, Divine, Implement</p> <p>Effect: You conjure a wall of spinning astral blades that lasts until the end of your next turn. The wall can be up to 2 squares high. The wall's squares are difficult terrain. Any creature that enters the wall or starts its turn there takes 3d6 + Wis modifier (+5) damage, plus ongoing 5 damage (save ends). A creature can take this damage only once per turn.</p> <p>Sustain Minor: The wall persists until the end of your next turn.</p> <p>Additional Effects</p>	<p>Cleric Attack 1 Used <input type="checkbox"/></p> <h3>Healing Word</h3> <p>Encounter (Special) ♦ Minor Action</p> <p>Unarmed:</p> <p>Close burst 5 (10 at 11th level, 15 at 21st level) Target: You or one ally in the burst</p> <p><i>You utter a soothing word that mends wounds of the body and spirit.</i></p> <p>Keyword: Healing</p> <p>Effect: The target can spend a healing surge and regain 1d6 additional hit points. Level 6: 2d6 additional hit points.</p> <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>Additional Effects</p>	<p>Cleric Attack 5 Used <input type="checkbox"/></p> <h3>Amoth's Grace</h3> <p>Encounter ♦ Immediate Reaction</p> <p>Unarmed:</p> <p>Ranged 5</p> <p><i>Through Amoth's power, you channel strength to your allies, allowing them to stand fast against evil.</i></p> <p>Keywords: Divine, Healing</p> <p>Channel Divinity: You may only use one Channel Divinity power per encounter.</p> <p>Trigger: You or an ally within range of you are either subject to a critical hit or bloodied by an attack</p> <p>Effect: The triggering creature can spend a healing surge.</p> <p>Special: You must take the Amoth's Grace feat to use this power.</p> <p>Additional Effects</p>
<p>Cleric Attack 9 Used <input type="checkbox"/></p> <h3>Dwarven Resilience</h3> <p>Encounter ♦ Minor Action</p> <p>Personal</p> <p>Effect: You use your second wind.</p> <p>Additional Effects</p>	<p>Cleric Utility Used <input type="checkbox"/></p> <h3>Favor of the Gods</h3> <p>Encounter ♦ Minor Action</p> <p>Close burst 3 Target: One creature in the burst</p> <p><i>When luck runs against you, you beseech the gods for aid to turn chance in your favor.</i></p> <p>Keywords: Channel Divinity, Divine</p> <p>Effect: The next time the target misses with an attack roll before the end of your next turn, it can reroll that attack roll. It must use the new result, even if it is lower.</p> <p>Special: You can use only one channel divinity power per encounter.</p> <p>Additional Effects</p>	<p>Feat Utility Used <input type="checkbox"/></p> <h3>Turn Undead</h3> <p>Encounter ♦ Standard Action</p> <p>Astral symbol of Turning +3: +14 vs. Will, 1d10+8 damage</p> <p>Close burst 2 (3 at 11th level, 5 at 21st level) Target: Each undead creature in the burst</p> <p><i>You sear undead foes, push them back, and root them in place.</i></p> <p>Keywords: Channel Divinity, Divine, Implement, Radiant</p> <p>Attack: Wisdom vs. Will</p> <p>Hit: 1d10 + Wis modifier (+5) radiant damage, and you push the target a number of squares up to 3 + your Cha modifier (+1). The target is immobilized until the end of your next turn.</p> <p>Miss: Half damage.</p> <p>Special: You can use only one channel divinity power per encounter.</p> <p>Additional Effects</p>

<h3>Bastion of Health</h3> <p>Encounter ♦ Minor Action</p> <p>Unarmed:</p> <p>Ranged 10 Target: You or one ally</p> <p>You invoke a prayer that instantly fortifies one of your allies.</p> <p>Keywords: Divine, Healing</p> <p>Effect: The target can spend a healing surge and regains additional hit points equal to your Cha modifier (+1).</p> <p>Additional Effects</p>	<h3>Shield of Faith</h3> <p>Daily ♦ Minor Action</p> <p>Close burst 5 Targets: You and each ally in the burst</p> <p>A gleaming shield of divine energy appears over you, granting you and nearby allies protection against attacks.</p> <p>Keyword: Divine</p> <p>Effect: Each target gains a +2 power bonus to AC until the end of the encounter.</p> <p>Additional Effects</p>	<h3>Radiant Armor</h3> <p>Daily ♦ Immediate Interrupt</p> <p>Close burst 5 Target: The character in the burst who takes the damage</p> <p>A foe's attack is suddenly blocked by a suit of shimmering radiant armor that fades as quickly as it appears.</p> <p>Keyword: Divine</p> <p>Trigger: You or an ally within 5 squares of you takes damage.</p> <p>Effect: The damage dealt to the target is reduced to 0. Any other effects still apply.</p> <p>Additional Effects</p>
<p>Cleric Utility 6 Used <input type="checkbox"/></p> <h3>Holy Water (level 1)</h3> <p>Alchemical Item ♦ Level 1</p> <p>Attack Power (Radiant) ♦ Consumable (Minor Action)</p> <p>Attack: Ranged 3/6 (one undead creature or demon); the item's level + 3 vs. Reflex</p> <p>Hit: 1d10 radiant damage.</p>	<p>Cleric Utility 2 Used <input type="checkbox"/></p> <h3>Astral symbol of Turning +3</h3> <p>Holy Symbol ♦ Level 14</p> <p>Properties: Distant, Energized (radiant)</p> <p>Enhancement: +3 attack rolls and damage rolls</p> <p>Critical: +1d6 radiant damage per plus</p> <p>Power ♦ Daily (Standard Action)</p> <p>You must have the Channel Divinity class feature to use this power. Use the Channel Divinity power turn undead, even if you've already used Channel Divinity in this encounter.</p>	<p>Cleric Utility 10 Used <input type="checkbox"/></p> <h3>Potion of Cure Light Wounds</h3> <p>Consumable ♦ Level 1</p> <p>Utility Power (Healing) ♦ Consumable (Minor Action)</p> <p>Effect: You drink the potion. If you have a healing surge, you must spend one. Instead of the hit points you would normally regain, you regain 1d8 + 1 hit points. If you are bloodied and don't have any healing surges, you still regain the hit points. If neither of these things is true, there is no effect.</p>
<p>Potion of Cure Moderate...</p> <p>Consumable ♦ Level 10</p> <p>Utility Power (Healing) ♦ Consumable (Minor Action)</p> <p>Effect: You drink the potion. If you have a healing surge, you must spend one. Instead of the hit points you would normally regain, you regain 2d8 + 10 hit points. If you are bloodied and don't have any healing surges, you still regain the hit points. If neither of these things is true, there is no effect.</p>	<p>Angelsteel Chainmail +4</p> <p>Armor ♦ Level 19</p> <p>Armor Bonus: 9</p> <p>Check: -1</p> <p>Speed: -1</p> <p>Enhancement: +4 AC</p> <p>Power ♦ Daily (Immediate Reaction Action)</p> <p>You can use this power when you are hit by an attack. Gain a +2 power bonus to the defense that attack targeted until the end of the encounter.</p>	<p>Dazzling Plate Plate Armor +1</p> <p>Armor ♦ Level 4</p> <p>Armor Bonus: 8</p> <p>Check: -2</p> <p>Speed: -1</p> <p>Enhancement: +1 AC</p> <p>Properties</p> <p>You gain a +2 item bonus to all defenses against charm, fear, and psychic effects.</p> <p>Power ♦ Daily (Minor Action)</p> <p>Each enemy adjacent to you takes a -2 penalty to attack rolls (save ends).</p>

Symbol of the Sun +2

Holy Symbol ♦ Level 9

Enhancement: +2 attack rolls and damage rolls

Critical: +1d6 radiant damage per plus

Property

- ◆ When you pull, push, or slide an undead creature with an attack using this implement, you can increase the distance of the forced movement by 1 square.
- ◆ You gain a +2 item bonus to the damage rolls you make with this implement against undead creatures.

Dwarven Thrower Execution...

Weapon ♦ Level 7

Damage: 1d12

Proficiency Bonus: 2

Range: 6/12

Properties: High Crit, Brutal, Heavy Thrown

Enhancement: +2 attack rolls and damage rolls

Critical: +1d6 damage per plus

Properties

This weapon can be used as a heavy thrown weapon with a range of 6/12.

Power ♦ Daily (Free Action)

Trigger: You hit a Large or larger creature with an attack using this weapon.

Effect: You deal 4 extra damage.

Amulet of Protection +1

Neck Slot Item ♦ Level 1

Enhancement: +1 Fortitude, Reflex, and Will