

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

7

Level

### Kretek

male Dwarf Cleric (Warpriest)

Age 4'4" Height 180 lb. Weight Medium Size Deity

10000

13000

Total XP

### Defenses



Conditional Bonuses

### Hit Points

<b>Max HP</b> (Bloodied )	<b>60</b>	Temp HP
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Current Hit Points

### Healing Surges

Surge Value	Surges/Day
15	11

Current Conditions:

### Combat Statistics and Senses

Initiative	3
Conditional Modifiers:	
Speed	5
Passive Insight	25
Passive Perception	18

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, +2 Saving Throws against effects that include ongoing necrotic damage

### Resistances/Vulnerabilities

Resist 5 Lightning, Resist 5 Thunder, Resist 5 Necrotic

### Current Conditions and Effects

### Basic Attacks

#### Melee

Giantslayer Waraxe +2

9	1d12+6
Strength vs. AC	Damage

#### Ranged

Giantslayer Throwing hammer +2

9	1d6+6
Dexterity vs. AC	Damage

### Languages

Common, Dwarven

### Abilities

STR Strength	14	Check 5
CON Constitution	18	7
DEX Dexterity	10	3
INT Intelligence	10	3
WIS Wisdom	21	8
CHA Charisma	9	2

### Skills

Acrobatics	Dexterity	0
Arcana	Intelligence	✓ 8
Athletics	Strength	2
Bluff	Charisma	2
Diplomacy	Charisma	2
Dungeoneering	Wisdom	10
Endurance	Constitution	6
Heal	Wisdom	✓ 15
History	Intelligence	3
Insight	Wisdom	✓ 15
Intimidate	Charisma	2
Nature	Wisdom	8
Perception	Wisdom	8
Religion	Intelligence	✓ 10
Stealth	Dexterity	0
Streetwise	Charisma	2
Thievery	Dexterity	0

Player Name

Kretek  
Character Name



### Character Details

#### Background

World Walker

#### Theme

Ordained Priest

#### Mannerisms and Appearance

#### Personality Traits

#### Adventuring Company

#### Companions and Allies

#### Session and Campaign Notes

Other Notes

### Equipment

#### Head

#### Neck

#### Arms

#### Hands

#### Rings

#### Rings

#### Main Hand

Giantslayer Waraxe +2

#### Off Hand

Greater Storm Shield Heavy...

#### Waist

#### Armor

Deathsteel Chainmail +1

#### Tattoo

#### Ki Focus

### Other Equipment

#### Adventurer's Kit

Tiren's Sphere

Scroll of Silence

Scroll of Alarm

Scroll of Hold Portal

Scroll of Iron Vigil

Scroll of Skull Watch

Scroll of Last Sight Vision

Scroll of Undead Ward

Scroll of Comprehend Language

Greater Storm Shield Heavy Shield (heroic tier) (2)

Giantslayer Throwing hammer +2

Total Weight (lbs.)

115

Carrying Capacity (lbs.)

Treasure

16 gp  
0 gp banked

Normal

140

Heavy

280

Max

700

# Kretek

Player Name

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

### Ordained Priest Starting Feature

Gain smiting symbol or shining symbol

### Storm Domain Features and Powers

+resist 5 lightning, +resist 5 thunder, healing word target gains +2/4/6 (by tier) to next damage roll

### Level 5 Storm Domain Feature

1 enemy adjacent to the target of your healing word takes thunder damage equal to your Constitution modifier

### Ordained Priest Level 5 Feature

Gain +2 power bonus to Religion, Insight

## Feats

### Dwarven Weapon Training

+2 damage and proficiency with axes and hammers

### Dwarf Battle Priest

Gain temporary hp when you use healing word

### Ritual Caster

Master and perform rituals

### Harbinger of Rebirth

Gain +2 to Heal, plus allies within 5 squares gain +5 feat bonus to death saving throws

### Warding Mastery

Gain +2 Perception, Arcana or Thievery when searching for or disabling traps or hazards; add 2 to a skill modifier used in a warding ritual; ignore the component cost of a warding ritual

## Kretek

Level 7 Dwarf Cleric (Warpriest)

HP	Score	Ability	Mod	AC
Spd	14	STR	2	22
Init	18	CON	4	Fort
5	10	DEX	0	18
10	INT	0	Ref	15
21	WIS	5	Will	19
9	CHA	-1		19
25 Passive Insight				
18 Passive Perception				

Player Name:

### Melee Basic Attack

At-Will ♦ Standard Action

**Giantslayer Waraxe +2:** +9 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

+2 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +2.

### Basic Attack

### Storm Hammer

At-Will ♦ Standard Action

**Giantslayer Waraxe +2:** +12 vs. Fortitude, 1d12+9 damage

**Melee** weapon      **Target:** One creature

You call out the litanies of the cleansing storm as rage overcomes you. Divine winds swirl around you, and with each strike, thunder and lightning explode from your weapon.

**Keywords:** Divine, Lightning, Thunder, Weapon

**Attack:** Wisdom vs. Fortitude

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

**Special:** When charging, you can use this power in place of a melee basic attack.

Additional Effects

+2 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +2.

Cleric Attack 1

### Skills

Acrobatics	Dexterity	0
Arcana	Intelligence	• 8
Athletics	Strength	2
Bluff	Charisma	2
Diplomacy	Charisma	2
Dungeoneering	Wisdom	10
Endurance	Constitution	6
Heal	Wisdom	• 15
History	Intelligence	3
Insight	Wisdom	• 15
Intimidate	Charisma	2
Nature	Wisdom	8
Perception	Wisdom	8
Religion	Intelligence	• 10
Stealth	Dexterity	0
Streetwise	Charisma	2
Thievery	Dexterity	0

• indicates a trained skill.

### Ranged Basic Attack

At-Will ♦ Standard Action

**Giantslayer Throwing hammer +2:** +9 vs. AC, 1d6+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

+2 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +2.

### Basic Attack

### Smite Undead

Encounter ♦ Standard Action

**Giantslayer Waraxe +2:** +12 vs. Will, 2d12+9 damage

**Melee** weapon      **Target:** One undead creature

You scorch an undead foe with your weapon, driving it back and then binding it in place.

**Keywords:** Channel Divinity, Divine, Radiant, Weapon

**Attack:** Wisdom vs. Will

**Hit:** 2[W] + Wis modifier (+5) radiant damage, and you push the target a number of squares up to 3 + your Con modifier (+4). The target is immobilized until the end of your next turn.

**Miss:** Half damage.

**Special:** You can use only one channel divinity power per encounter.

Additional Effects

+2 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +2.

Cleric Attack

### 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

### Blessing of Wrath

At-Will ♦ Standard Action

**Giantslayer Waraxe +2:** +12 vs. AC, 1d12+9 damage

**Melee** weapon      **Target:** One creature

As you smash your foe with your weapon, you invoke your divine magic, and the weapon of one of your allies flares with power.

**Keywords:** Divine, Weapon

**Attack:** Wisdom vs. AC

**Hit:** 1[W] + Wis modifier (+5) damage.

**Effect:** You or one ally within 5 squares of you gains a power bonus to his or her next damage roll against the target before the end of your next turn. The bonus equals your Con modifier (+4).

Additional Effects

+2 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +2.

Cleric Attack 1

### Smiting Symbol

Encounter ♦ Standard Action

**Giantslayer Waraxe +2:** +12 vs. AC, 1d12+9 damage

**Melee** weapon      **Target:** One enemy

The power of your deity shields a nearby ally while you smite the foe.

**Keywords:** Divine, Weapon

**Attack:** Highest ability modifier vs. AC

**Hit:** 1[W] + highest ability modifier damage.

**Effect:** Choose one ally within 3 squares of you. That ally gains a +2 bonus to all defenses until the end of your next turn. He or she also gains temporary hit points equal to 3 + one-half your level.

Additional Effects

+2 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +2.

Ordained Priest Attack

Used □

<h3>Thundering Steel</h3> <p>Encounter ♦ Standard Action</p> <p><b>Giantslayer Waraxe +2:</b> +12 vs. AC, 2d12+9 damage</p> <p><b>Melee weapon</b>      <b>Target:</b> One creature</p> <p><i>With a prayer to the storm god, you imbue your weapon with the power of thunder. As you strike, a thunderclap rumbles across the battlefield.</i></p> <p><b>Keywords:</b> Divine, Thunder, Weapon</p> <p><b>Attack:</b> Wisdom vs. AC</p> <p><b>Hit:</b> 2[W] + Wis modifier (+5) thunder damage.</p> <p><b>Effect:</b> The next time you or an ally hits the target before the start of your next turn, the target takes 3 extra thunder damage.</p> <p>Additional Effects +2 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +2.</p>	<h3>Hammering Wind</h3> <p>Encounter ♦ Standard Action</p> <p><b>Giantslayer Waraxe +2:</b> +12 vs. AC, 1d12+9 damage</p> <p><b>Melee weapon</b>      <b>Target:</b> One enemy</p> <p><i>A strong wind reinforces your thunderous weapon attack, slamming a foe backward and to the ground while ushering your allies into position.</i></p> <p><b>Keywords:</b> Divine, Thunder, Weapon</p> <p><b>Attack:</b> Wisdom vs. AC</p> <p><b>Hit:</b> 1[W] + Wis modifier (+5) thunder damage, and you can push the target 1 square and knock it prone.</p> <p><b>Effect:</b> You slide each ally within 3 squares of you up to 2 squares.</p> <p>Additional Effects +2 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +2.</p>	<h3>Wrathful Lightning</h3> <p>Encounter ♦ Standard Action</p> <p><b>Giantslayer Waraxe +2:</b> +12 vs. AC, 2d12+9 damage</p> <p><b>Ranged 5</b>      <b>Target:</b> 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><b>Keywords:</b> Divine, Lightning, Teleportation, Thunder, Weapon</p> <p><b>Requirement:</b> You must use this power with a melee weapon.</p> <p><b>Attack:</b> Wisdom vs. AC</p> <p><b>Hit:</b> 2[W] + Wis modifier (+5) lightning and thunder damage.</p> <p><b>Effect:</b> 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 +2 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +2.</p>
<p>Cleric Attack 1      Used <input type="checkbox"/></p> <h3>Lesser Aspect of Wrath</h3> <p>Daily ♦ Standard Action</p> <p><b>Giantslayer Waraxe +2:</b> +12 vs. Will, 1d12+9 damage</p> <p><b>Melee weapon</b>      <b>Target:</b> One creature</p> <p><i>You glow with the wrath of your god.</i></p> <p><b>Keywords:</b> Divine, Radiant, Weapon</p> <p><b>Attack:</b> Wisdom vs. Will</p> <p><b>Hit:</b> 1[W] + Wis modifier (+5) radiant damage.</p> <p><b>Effect:</b> 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 (+4).</p> <p>Additional Effects +2 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +2.</p>	<p>Cleric Attack 3      Used <input type="checkbox"/></p> <h3>Revealing Light</h3> <p>Daily ♦ Standard Action</p> <p><b>Symbol of Foe Turning +2:</b> +10 vs. Reflex, 3d6+7 damage</p> <p><b>Ranged 10</b>      <b>Target:</b> One creature</p> <p><i>A narrow beam of brilliant blue-white light lances down to illuminate a foe that seeks the shadows.</i></p> <p><b>Keywords:</b> Divine, Implement, Radiant</p> <p><b>Attack:</b> Wisdom vs. Reflex. The attack ignores concealment and cover.</p> <p><b>Hit:</b> 3d6 + Wis modifier (+5) radiant damage.</p> <p><b>Effect:</b> The target takes ongoing 5 radiant damage and cannot become hidden (save ends both).</p> <p>Additional Effects +2 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +2.</p>	<p>Cleric Attack 7      Used <input type="checkbox"/></p> <h3>Healing Word</h3> <p>Encounter (Special) ♦ Minor Action</p> <p><b>Unarmed:</b></p> <p><b>Close</b> burst 5 (10 at 11th level, 15 at 21st level)      <b>Target:</b> 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><b>Keyword:</b> Healing</p> <p><b>Effect:</b> The target can spend a healing surge and regain 1d6 additional hit points. Level 6: 2d6 additional hit points.</p> <p><b>Special:</b> 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 1      Used <input type="checkbox"/></p> <h3>Dwarven Resilience</h3> <p>Encounter ♦ Minor Action</p> <p><b>Personal</b></p> <p><b>Effect:</b> You use your second wind.</p> <p>Additional Effects</p>	<p>Cleric Attack 5      Used <input type="checkbox"/></p> <h3>Storm Surge</h3> <p>Encounter ♦ Minor Action</p> <p><b>Close</b> burst 2      <b>Target:</b> You or one ally in the burst</p> <p><i>Crackles of lightning dance along the weapon you bless, ready to unleash a surge of power.</i></p> <p><b>Keywords:</b> Channel Divinity, Divine</p> <p><b>Effect:</b> The next time the target makes a damage roll for a melee weapon attack before the end of your next turn, the target deals 4 extra lightning damage.</p> <p><b>Special:</b> You can use only one channel divinity power per encounter.</p> <p>Additional Effects</p>	<p>Cleric Utility      Used <input type="checkbox"/></p> <h3>Create Water</h3> <p>Encounter ♦ Minor Action</p> <p><b>Melee 1</b>      <b>Target:</b> One empty cup, flask, or similar container that can hold up to 1 gallon of liquid</p> <p><i>A cool breeze washes over you as a thick, magical mist fills a vessel with water.</i></p> <p><b>Keyword:</b> Divine</p> <p><b>Effect:</b> You cause the container to fill with fresh, potable water.</p> <p>Additional Effects</p>
<p>Dwarf Racial Power      Used <input type="checkbox"/></p>	<p>Cleric Utility      Used <input type="checkbox"/></p>	<p>Cleric Utility 1      Used <input type="checkbox"/></p>

<h3>Cure Light Wounds</h3> <p>Daily ♦ Standard Action</p> <p><b>Unarmed:</b></p> <p><b>Melee</b> touch      <b>Target:</b> You or one creature</p> <p>You utter a simple prayer, and your touch momentarily suffuses you or a wounded creature with a dim silver light that heals minor injuries.</p> <p><b>Keywords:</b> Divine, Healing</p> <p><b>Effect:</b> The target regains hit points as if it had spent a healing surge.</p> <p>Additional Effects</p>	<h3>Word of Comfort</h3> <p>Daily ♦ Standard Action</p> <p><b>Unarmed:</b></p> <p><b>Close</b> burst 2      <b>Target:</b> You and each ally in the burst</p> <p>You recite a verse offering a prayer of comfort and endurance in the face of adversity.</p> <p><b>Keywords:</b> Divine, Healing</p> <p><b>Effect:</b> Each target can make a saving throw. In addition, each target regains 5 hit points, or 10 hit points if he or she is bloodied.</p> <p><b>Prerequisite:</b> Ordained Priest</p> <p>Additional Effects</p>	<h3>Cure Serious Wounds</h3> <p>Daily ♦ Standard Action</p> <p><b>Unarmed:</b></p> <p><b>Melee</b> touch      <b>Target:</b> You or one creature</p> <p>You utter a simple prayer and gain the power to instantly heal wounds. Your touch suffuses you or a wounded creature with a bright silver light that restores health and vigor.</p> <p><b>Keywords:</b> Divine, Healing</p> <p><b>Effect:</b> The target regains hit points as if it had spent two healing surges.</p> <p>Additional Effects</p>
<p>Cleric Utility 2      Used <input type="checkbox"/></p> <h3>Giantslayer Waraxe +2</h3> <p>Weapon ♦ Level 7</p> <p><b>Damage:</b> 1d12</p> <p><b>Proficiency Bonus:</b> 2</p> <p><b>Properties:</b> Versatile</p> <p><b>Enhancement:</b> +2 attack rolls and damage rolls</p> <p><b>Critical:</b> +1d8 damage per plus, or +1d12 damage per plus against Large or larger humanoids</p> <p><b>Properties</b></p> <p>You gain an item bonus to damage rolls against Large or larger humanoids. The bonus equals the weapon's enhancement bonus.</p> <p><b>Utility Power ♦ Encounter</b> (Immediate Interrupt)</p> <p><i>Trigger:</i> A giant tries to push you, stun you, or knock you prone.  <i>Effect:</i> You are immune to the push or the stun and do not fall prone.</p>	<p>Ordained Priest Utility 2      Used <input type="checkbox"/></p> <h3>Tiren's Sphere</h3> <p>Wondrous Item ♦ Level 10</p> <p><b>Properties</b></p> <p>Tiren's sphere can record 20 hours of mundane speech within itself and repeat it back perfectly. A series of arcane controls allow the bearer to determine what is replayed.</p>	<p>Cleric Utility 6      Used <input type="checkbox"/></p> <h3>Giantslayer Throwing...</h3> <p>Weapon ♦ Level 7</p> <p><b>Damage:</b> 1d6</p> <p><b>Proficiency Bonus:</b> 2</p> <p><b>Range:</b> 5/10</p> <p><b>Properties:</b> Off-Hand, Heavy Thrown</p> <p><b>Enhancement:</b> +2 attack rolls and damage rolls</p> <p><b>Critical:</b> +1d8 damage per plus, or +1d12 damage per plus against Large or larger humanoids</p> <p><b>Properties</b></p> <p>You gain an item bonus to damage rolls against Large or larger humanoids. The bonus equals the weapon's enhancement bonus.</p> <p><b>Utility Power ♦ Encounter</b> (Immediate Interrupt)</p> <p><i>Trigger:</i> A giant tries to push you, stun you, or knock you prone.  <i>Effect:</i> You are immune to the push or the stun and do not fall prone.</p>
<p>Deathsteel Chainmail +1</p> <p>Armor ♦ Level 2</p> <p><b>Armor Bonus:</b> 6</p> <p><b>Check:</b> -1</p> <p><b>Speed:</b> -1</p> <p><b>Enhancement:</b> +1 AC</p> <p><b>Properties</b></p> <p>You gain resist 5 necrotic and a +2 item bonus to saving throws against effects that include ongoing necrotic damage.</p>	<p>Greater Storm Shield Heavy...</p> <p>Arms Slot Item ♦ Level 8</p> <p><b>Armor Bonus:</b> 2</p> <p><b>Check:</b> -2</p> <p><b>Properties</b></p> <p>You gain resist 5 lightning and resist 5 thunder.</p> <p><b>Attack Power</b> (Lightning, Thunder) ♦ <b>Daily</b> (Immediate Reaction Action)</p> <p><i>Trigger:</i> An enemy within 10 squares of you hits you with an attack.  <i>Effect:</i> The triggering enemy takes 10 lightning and thunder damage. If the enemy's attack deals lightning or thunder damage, you do not expend this power.</p>	<p>Symbol of Foe Turning +2</p> <p>Holy Symbol ♦ Level 7</p> <p><b>Enhancement:</b> +2 attack rolls and damage rolls</p> <p><b>Critical:</b> +1d6 damage per plus</p> <p><b>Properties</b></p> <p>When this item is created, choose angel, demon, devil, dragon, or giant. When you use your turn undead power, you can target creatures of the chosen kind instead of undead creatures.</p>