

DUNGEONS & DRAGONS

CHARACTER SHEET

Player Name

Marcel

Raham

08

13,000

Character Name
Deva

Level

Class

Good

Paragon Path

Epic Destiny

Total XP

Race Size Age Gender Height Weight Alignment Deity Adventuring Company or Other Affiliations

INITIATIVE

SCORE	DEX	1/2 LEVEL	MISC
4	Initiative	4	
CONDITIONAL MODIFIERS			

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR / ABIL	CLASS	FEAT	ENH	MISC	MISC
22	AC	14	06			02		
CONDITIONAL BONUSES								

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		
SPECIAL MOVEMENT				

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	4
14	CON Constitution	2	6
10	DEX Dexterity	0	4
18	INT Intelligence	4	8
21	WIS Wisdom	5	9
8	CHA Charisma	-1	3

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
19	FORT	14	02	01		02		
CONDITIONAL BONUSES								

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
19	REF	14	03			02		
CONDITIONAL BONUSES								

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
22	WILL	14	05	01		02		
CONDITIONAL BONUSES								

SENSES

SCORE	PASSIVE SENSE	BASE		SKILL BONUS
19	Passive Insight	10	+	9
24	Passive Perception	10	+	14
SPECIAL SENSES				

ATTACK WORKSPACE

ABILITY: Melee basic - Spear								
ATT BONUS		1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6		4	0		2			

ABILITY:								Melee basic - unarmed							
ATT BONUS		1/2 LVL		ABIL	CLASS	PROF	FEAT	ENH	MISC						
+ 4		4		0											

DAMAGE WORKSPACE

ABILITY: Melee basic - Spear					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8					

ABILITY:		Melee basic - unarmed				
DAMAGE		ABIL	FEAT	ENH	MISC	MISC
1d4						

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
	vs		
	vs		
	vs		
	vs		

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	SURGE VALUE	SURGES/DAY
61	30	15		9
1/2 HP		1/4 HP		

CURRENT HIT POINTS	CURRENT SURGE USES
SECOND WIND 1/ENCOUNTER USED <input type="checkbox"/>	
TEMPORARY HIT POINTS	
DEATH SAVING THROW FAILURES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
SAVING THROW MODS	
RESISTANCES	
Resist 9 Necrotic, Resist 9 Radiant	
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

ABILITY SCORE MODS
Astral Majesty - +1 bonus to all defenses
against bloodied creatures
Astral Resistance - Resist necrotic and
radiant equal to 5 + one-half your level
Immortal Origin - Immortal creature origin
Memory of a Thousand Lifetimes - Have
memory of a thousand lifetimes power

CLASS / PATH / DESTINY FEATURES

Companion Spirit - Gain the call spirit
companion power
Stalker Spirit - Ally adjacent to spirit
companion adds your Int mod to damage
rolls against bloodied foes
Healing Spirit - Gain the healing spirit pwr
Speak with Spirits - Gain the speak with
spirits power

LANGUAGES KNOWN

Common, elven, draconic

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
4	Acrobatics	DEX	4		
7	Arcana	INT	7		n/a
4	Athletics	STR	4		
3	Bluff	CHA	3		n/a
3	Diplomacy	CHA	3		n/a
9	Dungeoneering	WIS	9		n/a
5	Endurance	CON	5		
14	Heal	WIS	9	5	n/a
9	History	INT	7		2
9	Insight	WIS	9		n/a
3	Intimidate	CHA	3		n/a
14	Nature	WIS	9	5	n/a
14	Perception	WIS	9	5	n/a
14	Religion	INT	7	5	2
4	Stealth	DEX	4		
3	Streetwise	CHA	3		n/a
4	Thievery	DEX	4		

FEATS

Shared Healing Spirit - Change recipient of additional hit points
Spirit Speaker - Speak with spirits grants skill bonus to ally
Stalker Spirit Adept - Allies adjacent to spirit companion can shift as a free action
Resilient Spirit - +2 to defenses for spirit companion
Strengthening Spirit - Allies adjacent to spirit companion gain temporary hp equal to your Wisdom modifier when you use healing spirit

