

Player Name

Jorann, Defender of the Meek

8

Cleric

13,000

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

Dwarf

Medium

Pelor

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
3	-1	4	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
24	AC	14	8			1	2	-1

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	5		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
16	STR Strength	3	7
16	CON Constitution	3	7
8	DEX Dexterity	-1	3
10	INT Intelligence	0	4
21	WIS Wisdom	5	9
10	CHA Charisma	0	4

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	FORT	14	3			1		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	REF	14				1	2	-1

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
22	WILL	14	5	2		1		

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
24	Passive Insight	10	+

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
19	Passive Perception	10	+

 SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY:	Melee Basic Attack - Warhammer
ATT BONUS	1/2 LVL ABIL CLASS PROF FEAT ENH MISC
+ 11	4 3 2 2 2
ABILITY:	Melee Basic Attack - Unarmed
ATT BONUS	1/2 LVL ABIL CLASS PROF FEAT ENH MISC
+ 9	4 3 2 2

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
63	31	15

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

 USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS +5 Racial bonus against poison

RESISTANCES Resist 5 Necrotic

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

- Dwarven Weapon Proficiency** - Proficient with hammers.
- Cast-Iron Stomach** - +5 bonus to saving throws against po
- Encumbered Speed** - Armor or heavy load doesn't reduce y
- Dwarven Resilience** - You have the dwarven resilience pow
- Stand Your Ground** - Can move 1 less when forced to move

DAMAGE WORKSPACE

ABILITY:	Melee Basic Attack - Warhammer
DAMAGE	ABIL FEAT ENH MISC MISC
1d10+5	3 2
ABILITY:	Melee Basic Attack - Unarmed
DAMAGE	ABIL FEAT ENH MISC MISC
1d4+5	3 2

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
11	vs AC	Warhammer	1d10+5
9	vs AC	Unarmed (Melee)	1d4+5
5	vs AC	Unarmed (Range)	1d4+1
	vs		

SKILLS

BONUS	SKILL NAME	DEX	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
1	Acrobatics	DEX	3	0	-2	0
9	Arcana	INT	4	5	n/a	0
5	Athletics	STR	7	0	-2	0
4	Bluff	CHA	4	0	n/a	0
9	Diplomacy	CHA	4	5	n/a	0
11	Dungeoneering	WIS	9	0	n/a	2
7	Endurance	CON	7	0	-2	2
14	Heal	WIS	9	5	n/a	0
4	History	INT	4	0	n/a	0
14	Insight	WIS	9	5	n/a	0
4	Intimidate	CHA	4	0	n/a	0
9	Nature	WIS	9	0	n/a	0
9	Perception	WIS	9	0	n/a	0
9	Religion	INT	4	5	n/a	0
1	Stealth	DEX	3	0	-2	0
4	Streetwise	CHA	4	0	n/a	0
1	Thievery	DEX	3	0	-2	0

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
- Battle Healer** - Regain hit points when you use healing word
- Armor Proficiency: Scale** - Training with scale armor
- Armor Proficiency: Plate** - Training with plate armor
- Student of Battle** - Warlord: skill training, inspiring word 1/day
- Shield Proficiency: Light** - Proficiency with light shields

LANGUAGES KNOWN

Common, Dwarven

CHARACTER NAME
Jorann, Defender of the Meek

PLAYER NAME

RACE Dwarf CLASS Cleric LEVEL 8

SCORE	ABILITY	MOD
HP	STR	+3
63	16	
AC	CON	+3
24	16	
Spd	DEX	-1
5	8	
Init	INT	+0
+3	10	
Fort	WIS	+5
18	21	
Ref	CHA	+0
16	10	
Will		
22		

24 Passive Insight 19 Passive Perception


Skills

1	Acrobatics	DEX
9	Arcana	INT (Trained)
5	Athletics	STR
4	Bluff	CHA
9	Diplomacy	CHA (Trained)
11	Dungeoneering	WIS
7	Endurance	CON
14	Heal	WIS (Trained)
4	History	INT
14	Insight	WIS (Trained)
4	Intimidate	CHA
9	Nature	WIS
9	Perception	WIS
9	Religion	INT (Trained)
1	Stealth	DEX
4	Streetwise	CHA
1	Thievery	DEX

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS



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.

PLAY DATA DUNGEONS & DRAGONS

Second Wind

KEYWORDS: Minor, Personal, ACTION, RANGE

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 15 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS
Second wind is a minor action for dwarves.

CLASS: Dwarf LEVEL: 8 BOOK: PH

PLAY DATA DUNGEONS & DRAGONS

Melee Basic Attack

KEYWORDS: Weapon, ACTION, RANGE

ATTACK	DEFENSE	TARGET
11	vs AC	One creature

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+3) damage.
Level 21: 2[W] + Strength modifier (+3) damage.

Warhammer: +11 attack, 1d10+5 damage

ADDITIONAL EFFECTS

CLASS: Dwarf LEVEL: 8 BOOK: PH

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Ranged Basic Attack

KEYWORDS: Weapon, ACTION, RANGE

ATTACK	DEFENSE	TARGET
5	vs AC	One creature

Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (-1) damage.
Level 21: 2[W] + Dexterity modifier (-1) damage.

Unarmed: +5 attack, 1d4+1 damage

ADDITIONAL EFFECTS

CLASS: Dwarf LEVEL: 8 BOOK: PH

UTILITY POWER DUNGEONS & DRAGONS

Lance of Faith

KEYWORDS: Divine, Implement, Radiant, ACTION, RANGE

ATTACK	DEFENSE	TARGET
11	vs Reflex	One creature

Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier (+5) 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 (+5) at 21st level.

Warhammer: +11 attack, 1d8+7 damage

ADDITIONAL EFFECTS

CLASS: Cleric LEVEL: 1 BOOK: PH

AT-WILL POWER DUNGEONS & DRAGONS

Righteous Brand

KEYWORDS: Divine, Weapon, ACTION, RANGE

ATTACK	DEFENSE	TARGET
11	vs AC	One creature

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+3) damage, and one ally within 5 squares of you gains a +3 power bonus to melee attack rolls against the target until the end of your next turn.
Increase damage to 2[W] + Strength modifier (+3) at 21st level.

Warhammer: +11 attack, 1d10+5 damage

ADDITIONAL EFFECTS

CLASS: Cleric LEVEL: 1 BOOK: PH

AT-WILL POWER DUNGEONS & DRAGONS

Dwarven Resilience

KEYWORDS: Minor, Personal, ACTION, RANGE

Effect: You use your second wind.

ADDITIONAL EFFECTS

CLASS: Dwarf LEVEL: 8 BOOK: PH

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

Healing Strike

KEYWORDS Divine, Healing, Radiant, Weapon USED

Standard	* ↓ ↘	Melee weapon
ACTION	↶ ↷	RANGE
11	vs	AC
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+3) 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.

Warhammer: +11 attack, 2d10+5 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

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

Turn Undead

KEYWORDS Divine, Implement, Radiant USED

Standard	↓ ↘	Close burst 2 (5 at 11th level, 8 at 15th level)
ACTION	2 ↶ ↷	RANGE
11	vs	Will
ATTACK	DEFENSE	TARGET

Channel Divinity: You can use only one channel divinity power per encounter
Attack: Wisdom vs. Will
Hit: 1d10 + Wisdom modifier (+5) radiant damage, and you push the target a number of squares equal to 3 + your Charisma modifier (+0). The target is immobilized until the end of your next turn.
 Increase damage to 2d10 + Wisdom modifier (+5) at 5th level, 3d10 + Wisdom modifier (+5) at 11th level, 4d10 + Wisdom modifier (+5) at 15th level, 5d10 + Wisdom modifier (+5) at 21st level, and 6d10 + Wisdom modifier (+5) at 25th level.
Miss: Half damage, and the target is not pushed or immobilized.

Warhammer: +11 attack, 2d10+7 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL BOOK PH

Daunting Light

KEYWORDS Divine, Implement, Radiant USED

Standard	↓ 10 ↘	Ranged 10
ACTION	↶ ↷	RANGE
11	vs	Reflex
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. Reflex
Hit: 2d10 + Wisdom modifier (+5) radiant damage.
Effect: One ally you can see gains combat advantage against the target until the end of your next turn.

Warhammer: +11 attack, 2d10+7 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 3 BOOK PH

Strengthen the Faithful

KEYWORDS Divine, Healing, Weapon USED

Standard	* ↓ ↘	Melee weapon
ACTION	↶ ↷	RANGE
11	vs	AC
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+3) damage, and you and each ally adjacent to the target can spend a healing surge. Add your Charisma modifier (+0) to the hit points regained.

Warhammer: +11 attack, 2d10+5 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 7 BOOK PH

Cascade of Light

KEYWORDS Divine, Implement, Radiant USED

Standard	↓ 10 ↘	Ranged 10
ACTION	↶ ↷	RANGE
11	vs	Will
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. Will
Hit: 3d8 + Wisdom modifier (+5) radiant damage, and the target gains vulnerability 5 to all your attacks (save ends).
Miss: Half damage, and the target gains no vulnerability.

Warhammer: +11 attack, 3d8+7 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

Beacon of Hope

KEYWORDS Divine, Healing, Implement USED

Standard	↓ ↘	Close burst 3
ACTION	3 ↶ ↷	RANGE
11	vs	Will
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. Will
Hit: The target is weakened until the end of its next turn.
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.

Warhammer: +11 attack

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

Inspiring Word

KEYWORDS Healing, Martial USED

Minor	↓ ↘	Close burst 5 (10 at 11th level, 15 at 15th level)
ACTION	5 ↶ ↷	RANGE
	vs	You or one ally in burst
ATTACK	DEFENSE	TARGET

Effect: The target can spend a healing surge and regain an additional 1d6 hit points.
 The amount of additional hit points regained is 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.

Unarmed: +6 attack

ADDITIONAL EFFECTS

CLASS Warlord LEVEL BOOK PH

Healing Word

KEYWORDS Healing USED

Minor	↓ ↘	Close burst 5 (10 at 11th level, 15 at 15th level)
ACTION	5 ↶ ↷	RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: You or one ally in the burst
Effect: The target can spend a healing surge and regain 1d6 additional hit points.
 Level 6: 2d6 additional hit points.
 Level 11: 3d6 additional hit points.
 Level 16: 4d6 additional hit points.
 Level 21: 5d6 additional hit points.
 Level 26: 6d6 additional hit points.
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.

Unarmed: +6 attack

ADDITIONAL EFFECTS

CLASS Cleric LEVEL BOOK PH

Cure Light Wounds

KEYWORDS Divine, Healing USED

Standard * Melee touch

ACTION **RANGE**

AT-WILL ENCOUNTER DAILY

Target: You or one creature
Effect: The target regains hit points as if it had spent a healing surge.

Unarmed: +6 attack

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 2 BOOK PH

UTILITY POWER

Bastion of Health

KEYWORDS Divine, Healing USED

Minor Ranged 10

ACTION **RANGE**

AT-WILL ENCOUNTER DAILY

Target: You or one ally
Effect: The target can spend a healing surge. Add your Charisma modifier (+0) to the hit points regained.

Unarmed: +6 attack

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 6 BOOK PH

UTILITY POWER

Symbol of Scored Fate +1

DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		5	+1d8 radiant damage
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

Power (Encounter): Free Action. Trigger: You fail your first saving throw against an effect. Effect: The effect against which you failed your saving throw does not affect you until the end of your next turn. If the effect changes or has an additional effect after you fail your first saving throw, the triggering saving throw does not count as the first failed saving throw.

ITEM SLOT Off-hand WEIGHT 0 PRICE 1000 BOOK Dragon 388

MAGIC WEAPON

Lifegiving Plate Armor +1

AC BONUS	CHECK	SPEED	QUANTITY
8	-2	-1	1
+1 AC		3	Armor
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

Resist 5 necrotic.

AT-WILL ENCOUNTER DAILY

POWER

Power (Daily • Healing): Minor Action. Usable only while you are bloodied. Regain hit points equal to 20 minus the number of healing surges you have remaining.

ITEM SLOT Body WEIGHT 50 PRICE 680 BOOK PH

MAGIC ITEM

Cloak of the Walking Wounded +1

AC BONUS	CHECK	SPEED	QUANTITY
			1
+1 Fortitude, Reflex, and Will		4	Neck Slot Item
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

If you use your second wind while bloodied, you can expend two healing surges instead of one (gaining hit points from both).

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT Neck WEIGHT 0 PRICE 840 BOOK AV

MAGIC ITEM

Potion of Healing (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
		5	Potion
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

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.

ITEM SLOT WEIGHT 0 PRICE 50 BOOK PH

MAGIC ITEM