

Player Name

Justice Shimmerwin

3

Cleric

2,250

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

Half-Elf

Medium

MAM

Male

5' 11"

160

Lawful Good

Bahamut

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
1	1	1	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + ARMOR/ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	AC	11	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
13	STR Strength	1	2
14	CON Constitution	2	3
11	DEX Dexterity	0	1
10	INT Intelligence	0	1
16	WIS Wisdom	3	4
16	CHA Charisma	3	4

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	FORT	11	2					

CONDITIONAL BONUSES

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
11	REF	11						

CONDITIONAL BONUSES

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	WILL	11	3	2				

CONDITIONAL BONUSES

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
16	Passive Insight	10	+ 6

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
14	Passive Perception	10	+ 4

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Mace

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

ABILITY: Ranged Basic Attack - Crossbow

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 3	1	0		2			

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Mace

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+1	1				

ABILITY: Ranged Basic Attack - Crossbow

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8	0				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
4	vs AC	Mace	1d8+1
3	vs AC	Crossbow	1d8
2	vs AC	Unarmed (Melee)	1d4+1
1	vs AC	Unarmed (Range)	1d4

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
36	18	9

1/2 HP 1/4 HP SURGES/DAY

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

SKILLS

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

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Dilettante - Choose at-will power from other class; use as encounter power.

Dual Heritage - Count as elf, half-elf, and human for choosing feats.

Group Diplomacy - Allies within 10 get +1 to Diplomacy.

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.

LANGUAGES KNOWN

Common, Elven, Draconic

CHARACTER NAME
Justice Shimmerwin

PLAYER NAME

RACE Half-Elf CLASS Cleric LEVEL 3

HP	13 STR	AC
36	14 CON	17
Spd	11 DEX	Fort
5	10 INT	13
Init	16 WIS	Ref
+1	16 CHA	11
		Will
		16

16 Passive Insight 14 Passive Perception



Second Wind

KEYWORDS

Standard	+	✈	Personal
ACTION	←	*	RANGE
	vs		Self
ATTACK	DEFENSE	TARGET	

Effect: You spend a healing surge and regain 9 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

PLAY DATA DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

ENCOUNTER ACTION DUNGEONS & DRAGONS

Melee Basic Attack

KEYWORDS Weapon USED

Standard	* + ✈	Melee weapon
ACTION	← *	RANGE
4 vs AC		One creature
ATTACK	DEFENSE	TARGET

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

Mace: +4 attack, 1d8+1 damage
Unarmed: +2 attack, 1d4+1 damage

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK

Ranged Basic Attack

KEYWORDS Weapon USED

Standard	+ * ✈	Ranged weapon
ACTION	← *	RANGE
3 vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+0) damage. Increase damage to 2[W] + Dexterity modifier (+0) 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.

Crossbow: +3 attack, 1d8 damage
Unarmed: +1 attack, 1d4 damage

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK

Lance of Faith

KEYWORDS Divine, Implement, Radiant USED

Standard	+ 5 ✈	Ranged 5
ACTION	← *	RANGE
5 vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier (+3) 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 (+3) at 21st level.

Symbol of Battle +1: +5 attack, 1d8+4 damage
Unarmed: +4 attack, 1d8+3 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Sacred Flame

KEYWORDS Divine, Implement, Radiant USED

Standard	+ 5 ✈	Ranged 5
ACTION	← *	RANGE
5 vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. Reflex
Hit: 1d6 + Wisdom modifier (+3) radiant damage, and one ally you can see chooses either to gain temporary hit points equal to your Charisma modifier (+3) + one-half your level or to make a saving throw. Increase damage to 2d6 + Wisdom modifier (+3) at 21st level.

Symbol of Battle +1: +5 attack, 1d6+4 damage
Unarmed: +4 attack, 1d6+3 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

Aggravating Force

KEYWORDS Arcane, Force, Weapon USED

Standard	+ * ✈	Ranged weapon
ACTION	← *	RANGE
3 vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. AC
Hit: 1[W] + Intelligence modifier (+0) force damage. Until the end of your next turn, the next attack against the target from one of your allies gains a +2 power bonus to the attack roll. Increase damage to 2[W] + Intelligence modifier (+0) at 21st level.

Crossbow: +3 attack, 1d8 damage
Unarmed: +1 attack, 1d4 damage

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 1 BOOK Dragon 365

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

AT-WILL POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

Turn Undead

KEYWORDS Divine, Implement, Radiant USED

Standard	Close burst 2 (5 at 11th level, 8 at 20th level)	
ACTION	RANGE	
5 vs Will	Each undead creature in burst	
ATTACK	DEFENSE	TARGET

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

Symbol of Battle +1: +5 attack, 1d10+4 damage
 Unarmed: +4 attack, 1d10+3 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Healing Word

KEYWORDS Divine, Healing USED

Minor	Close burst 5 (10 at 11th level, 15 at 20th level)	
ACTION	RANGE	
vs	You or one ally	
ATTACK	DEFENSE	TARGET

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.
 Effect: The target can spend a healing surge and regain an additional 1d6 hit points.
 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.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Armor of Bahamut

KEYWORDS Divine USED

Imm Interr	5	Ranged 5
ACTION	RANGE	
vs		
ATTACK	DEFENSE	TARGET

Channel Divinity: You can use only one channel divinity power per encounter
 Trigger: An enemy scores a critical hit on you or an ally
 Effect: Turn the critical hit within 5 squares of you into a normal hit.

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Healing Strike

KEYWORDS Divine, Healing, Radiant, Weapon USED

Standard	Melee weapon	
ACTION	RANGE	
4 vs AC	One creature	
ATTACK	DEFENSE	TARGET

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

Mace: +4 attack, 2d8+1 damage
 Unarmed: +2 attack, 2d4+1 damage
 regain an additional 3 hit points.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Split the Sky

KEYWORDS Divine, Thunder, Weapon USED

Standard	Melee weapon	
ACTION	RANGE	
4 vs Fort	One creature	
ATTACK	DEFENSE	TARGET

Attack: Strength vs. Fortitude
 Hit: 1[W] + Strength modifier (+1) thunder damage, and you push the target 2 squares and knock it prone.

Mace: +4 attack, 1d8+1 damage
 Unarmed: +2 attack, 1d4+1 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 3 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Beacon of Hope

KEYWORDS Divine, Healing, Implement USED

Standard	Close burst 3	
ACTION	RANGE	
5 vs Will	Each enemy in burst	
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.

Symbol of Battle +1: +5 attack, 0 damage
 Unarmed: +4 attack, 0 damage
 regain an additional 3 hit points.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

DAILY POWER DUNGEONS & DRAGONS

Cure Light Wounds

KEYWORDS Divine, Healing USED

Standard	Melee touch
ACTION	RANGE
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> DAILY	

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

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 2 BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

Mace

1d8	2	Mace	
DAMAGE	PROFICIENT	GROUP	RANGE

PROPERTIES

Versatile (Versatile weapons are one-handed, but you can use them two-handed. If you do, you deal an extra 1 point of damage when you roll damage for the weapon.
 A Small character such as a halfling must use a versatile weapon two-handed, and doesn't deal extra damage.)

Melee Basic Attack: +4 attack, 1d8+1 damage

NOTES

ITEM SLOT	One-hand	WEIGHT	6	PRICE	5	BOOK
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WEAPON DUNGEONS & DRAGONS

Crossbow

1d8	2	Crossbow	15/30
DAMAGE	PROFICIENT	GROUP	RANGE

PROPERTIES

Load Minor (Ranged weapons that loose projectiles, including bows, crossbows, and slings, take some time to load. When a weapon shows "load free" on the weapon table, that means you draw and load ammunition as a free action, effectively part of the action used to attack with the weapon. Any weapon that has the load property requires two hands to load, even if you can use only one hand to attack with it. (The sling, for example, is a one-handed weapon, but you need a free hand to load it.) The crossbow is "load minor," which means it requires a minor action to load a bolt into the weapon. If a power allows you to hit multiple targets, the additional load time is accounted for in the power.)

Ranged Basic Attack: +3 attack, 1d8 damage

NOTES

ITEM SLOT	Two-Hands	WEIGHT	4	PRICE	25	BOOK
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WEAPON DUNGEONS & DRAGONS

Ritual Book

			1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

NOTES

ITEM SLOT	WEIGHT 3	PRICE 50	BOOK
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ITEM 

Gentle Repose

			1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

NOTES

ITEM SLOT	WEIGHT 0	PRICE	BOOK
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ITEM 

Adventurer's Kit

			1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

NOTES

ITEM SLOT	WEIGHT 33	PRICE 15	BOOK
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ITEM 

Chainmail

6	-1	-1	1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

NOTES

ITEM SLOT	Body	WEIGHT 40	PRICE 40	BOOK
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ITEM 

Crossbow Bolts

			1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

NOTES

ITEM SLOT		WEIGHT 2	PRICE 1	BOOK
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ITEM 

Sunrods

			2
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

NOTES

ITEM SLOT		WEIGHT 2	PRICE 4	BOOK
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ITEM 

Rations, Trail

			4
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

NOTES

ITEM SLOT		WEIGHT 10	PRICE 5	BOOK
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ITEM 

Symbol of Battle +1

			1
AC BONUS	CHECK	SPEED	QUANTITY

+1 attack rolls and damage rolls	5	Holy Symbol
ENHANCEMENT	LEVEL	TYPE

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER
Item Slot: Off-hand
Power (Daily): Free Action. Use this power when you hit with an attack using this holy symbol. Deal an extra 1d10 damage.

ITEM SLOT	Off-hand	WEIGHT 0	PRICE 1000	BOOK
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MAGIC ITEM 

Potion of Healing (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY

	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
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MAGIC ITEM 

Augmenting Whetstone (level 6)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		6	Whetstones
ENHANCEMENT	LEVEL	TYPE	
PROPERTIES			
<input checked="" type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
POWER			
Power (Consumable): Minor Action. Touch this whetstone to a melee or ranged weapon you hold. The weapon gains a +2 enhancement bonus on attack rolls and damage rolls until the end of the encounter. This has no effect on the extra damage dice or other special effect applied when the weapon scores a critical hit.			
ITEM SLOT	WEIGHT 0	PRICE 75	BOOK

MAGIC ITEM

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