

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

5  
Level

**Gregor**  
Unaligned male Human Cleric (Warpriest)

40 Age    Medium Size    Deity

5500  
Total XP    7500

### Defenses

AC: 21    FORT: 17    REF: 16    WILL: 22

Conditional Bonuses

### Hit Points

Max HP (Bloodied 23 ) **47**    Temp HP

Current Hit Points

### Healing Surges

Surge Value: 11    Surges/Day: 9

Current Conditions:

### Combat Statistics and Senses

Initiative: 2

Conditional Modifiers:

Speed: 5

Passive Insight: 22

Passive Perception: 19

Special Senses: Normal

### Action Points

Action Points	Milestones	Action Points
<input type="text"/>	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

### Resistances/Vulnerabilities

### Current Conditions and Effects

### Basic Attacks

#### Melee

Magic Mace +2

6    1d8+2  
Strength vs. AC    Damage

#### Ranged

Crossbow

4    1d8  
Dexterity vs. AC    Damage

### Languages

Common, Giant

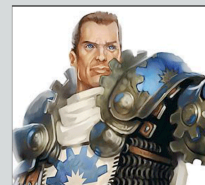


### Abilities

Ability	Score	Check
STR Strength	11	2
CON Constitution	15	4
DEX Dexterity	10	2
INT Intelligence	10	2
WIS Wisdom	21	7
CHA Charisma	8	1

### Skills

Skill	Ability	Modifier
Acrobatics	Dexterity	-1
Arcana	Intelligence	7
Athletics	Strength	-1
Bluff	Charisma	1
Diplomacy	Charisma	6
Dungeoneering	Wisdom	7
Endurance	Constitution	1
Heal	Wisdom	7
History	Intelligence	7
Insight	Wisdom	12
Intimidate	Charisma	1
Nature	Wisdom	7
Perception	Wisdom	9
Religion	Intelligence	7
Stealth	Dexterity	-1
Streetwise	Charisma	1
Thievery	Dexterity	-1



Player Name \_\_\_\_\_ **Gregor** \_\_\_\_\_  
 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

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Waist

Armor

Feet

Tattoo

Ki Focus

**Other Equipment**

Total Weight (lbs.)

162

Carrying Capacity (lbs.)

Treasure

840 gp  
0 gp banked

Normal

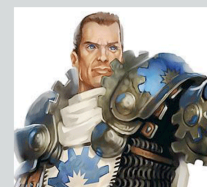
110

Heavy

220

Max

550



# Gregor

Player Name

Character Name

## Racial Features

### Bonus Feat

Choose an extra feat at 1st level.

### Bonus Skill

Trained in one additional class skill.

### Heroic Effort

Gain the Heroic Effort power

### Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

### Human Power Selection

Choose an option for your human character.

## Class/Other Features

### Channel Divinity (Torm)

Gain the outmaneuver power

### Torm Domain Features and Powers

You cannot be forced to attack an ally under any circumstances; when you use healing word, the target gains +2 to all defenses until the end of your next turn

### Level 3 Torm Domain Encounter Power

Gain the heartening strike power

### Level 5 Torm Domain Feature

The target of your healing word can teleport to a square adjacent to you

## Feats

### Distant Advantage

Gain combat advantage with ranged and area attacks against flanked enemies

### Rod Expertise

When wielding a rod, gain a +1 shield bonus to AC and Reflex. +1/2/3 (by tier) to attack rolls made using a rod.

### Alertness

Cannot be surprised, +2 to Perception

### Superior Will

+2/3/4 (by tier) to Will. Additional saving throw vs. dazed or stunned at start of turn, even if condition is not (save ends)

## Gregor

Level 5 Human Cleric (Warpriest)

	SCORE	ABILITY	MOD	
<b>HP</b>				<b>AC</b>
47	11	STR	0	21
	15	CON	2	<b>Fort</b>
<b>Spd</b>	10	DEX	0	17
5	10	INT	0	<b>Ref</b>
	21	WIS	5	16
<b>Init</b>	8	CHA	-1	<b>Will</b>
+2				22

22 Passive Insight

19 Passive Perception

Player Name:

## Skills

Acrobatics	Dexterity	-1
Arcana	Intelligence	• 7
Athletics	Strength	-1
Bluff	Charisma	1
Diplomacy	Charisma	• 6
Dungeoneering	Wisdom	7
Endurance	Constitution	1
Heal	Wisdom	7
History	Intelligence	• 7
Insight	Wisdom	• 12
Intimidate	Charisma	1
Nature	Wisdom	7
Perception	Wisdom	9
Religion	Intelligence	• 7
Stealth	Dexterity	-1
Streetwise	Charisma	1
Thievery	Dexterity	-1

• indicates a trained skill.

## 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

## Melee Basic Attack

At-Will ♦ Standard Action

**Magic Mace +2:** +6 vs. AC, 1d8+2 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 (+0) damage.

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

Additional Effects

Basic Attack

## Ranged Basic Attack

At-Will ♦ Standard Action

**Crossbow:** +4 vs. AC, 1d8 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

## Blessing of Law

At-Will ♦ Standard Action

**Magic Mace +2:** +11 vs. AC, 1d8+7 damage

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

*Your attack is a challenge to your foe and a divine sanction against battling anyone but yourself.*

**Keywords:** Divine, Weapon

**Attack:** Wisdom vs. AC

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

**Effect:** The first time the target attacks one or more of your allies before the start of your next turn, it takes damage equal to your Con modifier (+2).

Additional Effects

Cleric Attack 1

## Shielding Strike

At-Will ♦ Standard Action

**Magic Mace +2:** +11 vs. AC, 1d8+7 damage

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

*You strike at your foe as you call on your god to grant your ally protection.*

**Keywords:** Divine, Weapon

**Attack:** Wisdom vs. AC

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

**Effect:** One ally adjacent to the target gains a +1 power bonus to all defenses until the end of your next turn.

Additional Effects

Basic Attack

## Smite Undead

Encounter ♦ Standard Action

**Magic Mace +2:** +11 vs. Will, 2d8+7 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 (+2). 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

Basic Attack

## Ringing Blow

Encounter ♦ Standard Action

**Magic Mace +2:** +11 vs. AC, 1d8+7 damage

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

*Your thundering attack serves as a clarion call for your allies to act in concert.*

**Keywords:** Divine, Thunder, Weapon

**Attack:** Wisdom vs. AC

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

**Effect:** Each ally who hits or misses the target before the end of your next turn gains a +2 power bonus to all defenses until the end of his or her next turn.

Additional Effects

Cleric Attack 1

**Heartening Strike**  
Encounter ♦ Standard Action

**Magic Mace +2:** +11 vs. AC, 2d8+7 damage

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

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*Your strike directs your allies toward your target.*

**Keywords:** Divine, Weapon

**Attack:** Wisdom vs. AC

**Hit:** 2[W] + Wis modifier (+5) damage.

**Effect:** Whenever you or an ally attacks the target before the end of your next turn, the attacker gains temporary hit points equal to your Wis modifier (+5).

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Additional Effects

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Cleric Attack 3      Used

**Levy of Judgment**  
Daily ♦ Standard Action

**Magic Mace +2:** +11 vs. AC, 2d8+7 damage

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

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*Divine energy crackles from your weapon as you deliver punishing judgment upon your enemy.*

**Keywords:** Divine, Radiant, Weapon

**Attack:** Wisdom vs. AC

**Hit:** 2[W] + Wis modifier (+5) radiant damage.

**Miss:** Half damage.

**Effect:** Once before the end of the encounter, when an ally misses the target with an attack roll, you can use a free action to let that ally reroll the attack roll.

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Additional Effects

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Cleric Attack 1      Used

**Inspire Fervor**  
Daily ♦ Standard Action

**Magic Mace +2:** +11 vs. AC, 2d8+7 damage

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

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*Your attack allows your allies to move into more advantageous positions.*

**Keywords:** Divine, Radiant, Weapon

**Attack:** Wisdom vs. AC

**Hit:** 2[W] + Wis modifier (+5) radiant damage.

**Miss:** Half damage.

**Effect:** Each ally within 2 squares of you can shift up to 2 squares as a free action. Any ally who ends this shift adjacent to the target can make a melee basic attack against it as a free action.

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Additional Effects

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Cleric Attack 5      Used

**Healing Word**  
Encounter (Special) ♦ Minor Action

**Unarmed:**

**Close** burst 5 (10 at 11th level, 15 at 21st level)      **Target:** You or one ally in the burst

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*You utter a soothing word that mends wounds of the body and spirit.*

**Keyword:** Healing

**Effect:** The target can spend a healing surge and regain 1d6 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.

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Additional Effects

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Cleric Utility      Used

**True Strike**  
At-Will ♦ Standard Action

**Close** burst 5      **Target:** One ally in the burst

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*A whispered prayer connects your ally with the divine, guiding your friend's hands and mind toward the target.*

**Keyword:** Divine

**Effect:** The target gains a +4 bonus to its next attack roll against an enemy before the end of your next turn.

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Additional Effects

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Cleric Utility 1      Used

**Heroic Effort**  
Encounter ♦ No Action

**Personal**

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*Your grim focus and unbridled energy means that failure is not an option.*

**Trigger:** You miss with an attack or fail a saving throw.

**Effect:** You gain a +4 racial bonus to the attack roll or the saving throw.

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Additional Effects

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Human Racial Power      Used

**Outmaneuver**  
Encounter ♦ Standard Action

**Close** burst 10      **Target:** One ally in the burst

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*A brilliant light indicates a pathway for your ally to find the right place to battle your foe.*

**Keywords:** Channel Divinity, Divine, Teleportation

**Requirement:** You must be adjacent to an enemy.

**Effect:** You teleport the target to a square where it flanks an enemy adjacent to you. Until the end of your next turn, you and the target gain a +1 bonus to attack rolls against that enemy while you both flank it.

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

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Additional Effects

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**Holy Cleansing**  
Daily ♦ Minor Action

**Close** burst 5      **Target:** You or one ally in the burst

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*You channel healing energy into yourself or an ally, driving out disease and other ills.*

**Keyword:** Divine

**Effect:** The target makes a saving throw with a +5 power bonus against each effect on him or her that a save can end. In addition, if the target suffers from a disease, he or she can spend a healing surge to improve the disease by 2 stages. The target regains no hit points for spending the healing surge. If the target is subject to a petrifying effect, that effect ends but the target loses any remaining healing surges.

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Additional Effects

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**Cure Light Wounds**  
Daily ♦ Standard Action

**Unarmed:**

**Melee** touch      **Target:** You or one creature

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*You utter a simple prayer, and your touch momentarily suffuses you or a wounded creature with a dim silver light that heals minor injuries.*

**Keywords:** Divine, Healing

**Effect:** The target regains hit points as if it had spent a healing surge.

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Additional Effects

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### Magic Mace +2

Weapon ♦ Level 6

**Damage:** 1d8

**Proficiency Bonus:** 2

**Properties:** Versatile

**Enhancement:** +2 attack rolls and damage rolls

**Critical:** +1d6 damage per plus

### Cloak of the Lion's Mane +1

Neck Slot Item ♦ Level 4

**Enhancement:** +1 Fortitude, Reflex, and Will

#### Properties

When you use your roar of triumph power, you and each ally adjacent to you can shift 1 square as a free action.

**Power (Fear) ♦ Daily (Free Action)**

*Trigger:* You reduce an enemy to 0 hit points.

*Effect:* Each enemy within 5 squares of you takes a –2 penalty to attack rolls until the end of your next turn.

### Delver's Chainmail +1

Armor ♦ Level 3

**Armor Bonus:** 6

**Check:** -1

**Speed:** -1

**Enhancement:** +1 AC

**Power ♦ Daily (No Action)**

You gain a +2 power bonus to a saving throw you just rolled; use the new result.