

Player Name **Brian Williamson**

Erasmus Smith		2	Cleric		Paragon Path			Epic Destiny			1,100
Character Name		Level	Class		Paragon Path			Epic Destiny			Total XP
Human	Medium	19	Male	5'11"	180	Unaligned	Ioun				
Race	Size	Age	Gender	Height	Weight	Alignment	Deity		Adventuring Company		
RPGA Number											

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
1	1	1	1
CONDITIONAL MODIFIERS			

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

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	FORT	11	2				1	
CONDITIONAL BONUSES								

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
19	Passive Insight	10	+
16	Passive Perception	10	+
SPECIAL SENSES			

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

ATTACK WORKSPACE					
ABILITY:	Melee Basic Attack - Morningstar				
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT
+ 5	1	2	2		
ABILITY:	Melee Basic Attack - Unarmed				
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT
+ 3	1	2			

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

DAMAGE WORKSPACE					
ABILITY:	Melee Basic Attack - Morningstar				
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+2	2				
ABILITY:	Melee Basic Attack - Unarmed				
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+2	2				

HIT POINTS			
MAX HP	BLOODED	HEALING SURGES	
27	13	6	7
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			

ACTION POINTS		
Action Points	MILESTONES	ACTION POINTS
1	0	1
	1	2
	2	3
ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS		

BASIC ATTACKS					
ATTACK	DEFENSE	WEAPON OR POWER		DAMAGE	
5	vs AC	Morningstar		1d10+2	
3	vs AC	Unarmed (Melee)		1d4+2	
1	vs AC	Unarmed (Range)		1d4	
	vs				

RACE FEATURES	
Bonus Feat - Choose an extra feat at 1st level.	
Bonus Skill - Trained in one additional class skill.	
Bonus At-Will Power - Know one extra 1st-level attack power from your class.	
Human Defense Bonuses - +1 to Fortitude, Reflex, and Will.	

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.	

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

FEATS	
Jack of All Trades - +2 to untrained skill checks	
Ritual Caster - Master and perform rituals	
Divine Rage - Use Channel Divinity to invoke divine rage	
Alertness - No combat advantage when surprised, +2 to Perception	

LANGUAGES KNOWN	
Common, Elven	

POWER INDEX

List your powers below.
 Check the box when the power is used.
 Clear the box when the power renews.

AT-WILL POWERS

Righteous Brand	
Lance of Faith	
Sacred Flame	

ENCOUNTER POWERS

Divine Fortune	<input type="checkbox"/>
Turn Undead	<input type="checkbox"/>
Healing Word	<input type="checkbox"/> <input type="checkbox"/>
Divine Rage	<input type="checkbox"/>
Divine Glow	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Guardian of Faith	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Bless	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Ritual Book
Adventurer's Kit
Chainmail (E)
Morningstar

COINS AND OTHER WEALTH

Money on hand: 6 gp
Stored money: 0 gp
Encumbrance: 84 lb. / 140 lb.

MAGIC ITEM INDEX

List your powers below.
 Check the box when the power is used.
 Clear the box when the power renews.

MAGIC ITEMS

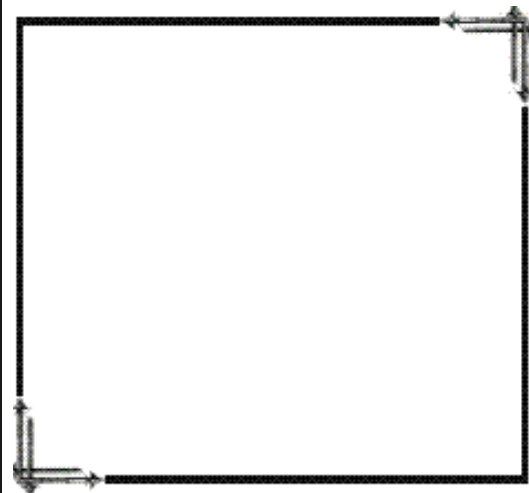
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
ARMOR	<input type="checkbox"/>
ARMS	<input type="checkbox"/>
FEET	<input type="checkbox"/>
HANDS	<input type="checkbox"/>
HEAD	<input type="checkbox"/>
NECK	<input type="checkbox"/>
RING	<input type="checkbox"/>
RING	<input type="checkbox"/>
WAIST	<input type="checkbox"/>
Symbol of Life +1 (Off-hand) (E)	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>		
Paragon (11-20)	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	
Epic (21-30)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>

RITUALS / ALCHEMY

Gentle Repose
Tenser's Floating Disk
Amanuensis

CHARACTER PORTRAIT**PERSONALITY TRAITS**

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME
Erasmus Smith

PLAYER NAME
Brian Williamson

RACE Human CLASS Cleric LEVEL 2

HP 27	STR 14	AC 17
Spd 5	CON 10	Fort 14
Init +1	DEX 11	Ref 14
	INT 15	Will 17
	WIS 16	
	CHA 12	
19 Passive Insight	16 Passive Perception	



Second Wind

KEYWORDS	USED	
Standard	↑ ↓ ↶ ↷	Personal
ACTION	↶ ↷	RANGE
	vs	Self
ATTACK	DEFENSE	TARGET

Effect: You spend a healing surge and regain 6 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

Righteous Brand

KEYWORDS Divine, Weapon USED

Standard	* ↑ ↓ ↶ ↷	Melee weapon
ACTION	↶ ↷	RANGE
5	vs AC	One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+2) damage, and one ally within 5 squares of you gains a power bonus to melee attack rolls against the target equal to your Strength modifier (+2) until the end of your next turn.
Increase damage to 2[W] + Strength modifier (+2) at 21st level.
Morningstar: +5 attack, 1d10+2 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS

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 Life +1: +5 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

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 (+1) + one-half your level or to make a saving throw.
Increase damage to 2d6 + Wisdom modifier (+3) at 21st level.
Symbol of Life +1: +5 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS

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.
Prerequisite: Channel Divinity, Cleric

ADDITIONAL EFFECTS

CLASS Cleric LEVEL BOOK PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Turn Undead

KEYWORDS Divine, Implement, Radiant USED

Standard	↑ ↓ ↶ ↷ 2	Close burst 2 (5 at 11th level, 8 at 21st 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 (+1). 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.
Prerequisite: Channel Divinity, Cleric
Symbol of Life +1: +5 attack, 1d10+4 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL BOOK PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Healing Word

KEYWORDS Divine, Healing USED

Minor	↑ ↓ ↶ ↷ 5	Close burst 5 (10 at 11th level, 15 at 21st 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

Divine Rage

KEYWORDS		USED
Minor	Close burst 1	
ACTION	RANGE	
4 vs Will	Each enemy in burst.	
ATTACK	DEFENSE	TARGET
Channel Divinity: You can use only one channel divinity power per encounter		
Attack: Wisdom vs. Will		
Hit: You push the target 1 square, and the target takes a -2 penalty to attack rolls until the end of your next turn.		
Miss: You push the target 1 square.		
Special: You must take the Divine Rage feat to use this power.		
Prerequisite: Channel Divinity, Divine Rage feat		
ADDITIONAL EFFECTS		
CLASS	LEVEL *	BOOK <i>Dragon 368</i>

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Divine Glow

KEYWORDS		USED
Divine, Implement, Radiant		
Standard	Close blast 3	
ACTION	RANGE	
3 vs Reflex	Each enemy in blast	
ATTACK	DEFENSE	TARGET
Attack: Wisdom vs. Reflex		
Hit: 1d8 + Wisdom modifier (+3) radiant damage.		
Effect: Allies in the blast gain a +2 power bonus to attack rolls until the end of your next turn.		
Symbol of Life +1: +5 attack, 1d8+4 damage		
ADDITIONAL EFFECTS		
CLASS	LEVEL 1	BOOK <i>PH</i>

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Guardian of Faith

KEYWORDS		USED
Conjuration, Divine, Implement, Radiant		
Standard	Ranged 5	
ACTION	RANGE	
5 vs		
ATTACK	DEFENSE	TARGET
Effect: You conjure a guardian that occupies 1 square within range. Every round, you can move the guardian 3 squares as a move action. Creatures can move through the space occupied by the guardian. The guardian lasts until the end of the encounter. Any enemy that ends its turn next to the conjured guardian is subject to a Wisdom vs. Fortitude attack. On a hit, the attack deals 1d8 + Wisdom modifier (+3) radiant damage.		
ADDITIONAL EFFECTS		
CLASS	LEVEL 1	BOOK <i>PH</i>

DAILY POWER **DUNGEONS & DRAGONS**

Bless

KEYWORDS		USED
Divine		
Standard	Close burst 20	
ACTION	RANGE	
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
Effect: Until the end of the encounter, all targets gain a +1 power bonus to attack rolls.		
ADDITIONAL EFFECTS		
CLASS	LEVEL 2	BOOK <i>PH</i>

UTILITY POWER **DUNGEONS & DRAGONS**

Symbol of Life +1

+1 attack rolls and damage		+1d6 damage
BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
KEYWORDS		USED
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
POWER		
Item Slot: Off-hand		
Power (Daily • Healing): Minor Action. Until the end of your turn, any character healed by one of your encounter powers or daily powers regains an additional 1d6 hit points.		
ITEM SLOT/TYPE	LEVEL 2	PRICE 520
		BOOK <i>PH</i>

MAGIC ITEM **DUNGEONS & DRAGONS**