

Player Name James Barlow

P3-10R

Character Name	1	Cleric	Class	Paragon Path	Epic Destiny	Total XP	0
Race	Human	Medium	indetern	6'	240 lbs	Good	Pelor
Size	Age	Gender	Height	Weight	Alignment	Deity	

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
0	Initiative		

DEFENSES							
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC
19	AC	10	7				2

MOVEMENT			
SCORE	BASE	ARMOR	ITEM
5	Speed (Squares)	6	-1

ABILITY SCORES			
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	0
14	CON Constitution	2	2
11	DEX Dexterity	0	0
8	INT Intelligence	-1	-1
20	WIS Wisdom	5	5
10	CHA Charisma	0	0

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

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
22	Passive Insight	10	+ 12

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

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
15	Passive Perception	10	+ 5

DEFENSES							
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
18	WILL	10	5	2			1

ATTACK WORKSPACE							
ABILITY: Melee Basic Attack - Mace							
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 2	0	0		2			

HIT POINTS			
MAX HP	BLOODIED	HEALING SURGES	SURGES/DAY
26	13	6	9
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		
MILESTONES	ACTION POINTS	
0	1	2
1	2	3

ATTACK WORKSPACE							
ABILITY: Melee Basic Attack - Unarmed							
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 0	0	0					

Additional effects for spending action points

DAMAGE WORKSPACE					
ABILITY: Melee Basic Attack - Mace					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+1	0			1	

RACE FEATURES	
Bonus Feat	- Gain extra feat at 1st level
Bonus Skill	- Training in one additional class skill
Human Defense Bonuses	- +1 to Fortitude, Reflex, and Will
Human Power Selection	- Choose an option for your human character.
Bonus At-Will Power	- Gain extra 1st-level at-will attack power from your class

DAMAGE WORKSPACE					
ABILITY: Melee Basic Attack - Unarmed					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0				

CLASS / PATH / DESTINY FEATURES	
Ordained Priest Starting Feature	- Choose smiting symbol or shining symbol. You gain that power
Channel Divinity	- Invoke a channel divinity class feature or other power; encounter.
Battle Cleric's Lore	- Gain bonus to AC, proficiency with scale armor. Grant +2 bonus until the end of next turn to attack rolls on target of cleric healing powers that spend a surge.
Healing Word	- Gain the healing word power; minor action.
Ritual Casting	- Gain Ritual Caster as a bonus feat.

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
7	vs AC	Sonnlino's Hammer (Mace)	1d8+6
0	vs AC	Unarmed (Melee)	1d4
0	vs AC	Unarmed (Range)	1d4

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

FEATS	
Power of the Sun	- +2 to Insight; enemy hit with associated power gains vulnerable 3/5/8 (by tier) radiant until EoNT
Ritual Caster	- Master and perform rituals
Solar Enemy	- Gain Channel Divinity power solar enemy

LANGUAGES KNOWN	
Common, Primordial	

POWER INDEX

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

AT-WILL POWERS

Bull Rush Attack
Grab Attack
Opportunity Attack
Lance of Faith
Sonnlinor's Hammer
Blessing of Light

ENCOUNTER POWERS

Second Wind	<input type="checkbox"/>
Shining Symbol	<input type="checkbox"/>
Solar Enemy	<input type="checkbox"/>
Divine Glow	<input type="checkbox"/>
Favor of the Gods	<input type="checkbox"/>
Healer's Mercy	<input type="checkbox"/>

DAILY POWERS

Moment of Glory	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Healing Word	<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"/>	

OTHER EQUIPMENT

Ritual Book
Mace (E)
Scale Armor (E)
Caltraps
Hempen Rope (50 ft.)
Holy Symbol
Oil (1 pint) (2)
Backpack (empty)

COINS AND OTHER WEALTH

Money on hand: 26 gp; 8 sp
Stored money: 0 gp
Encumbrance: 70 / 100

MAGIC ITEM INDEX

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

MAGIC ITEMS

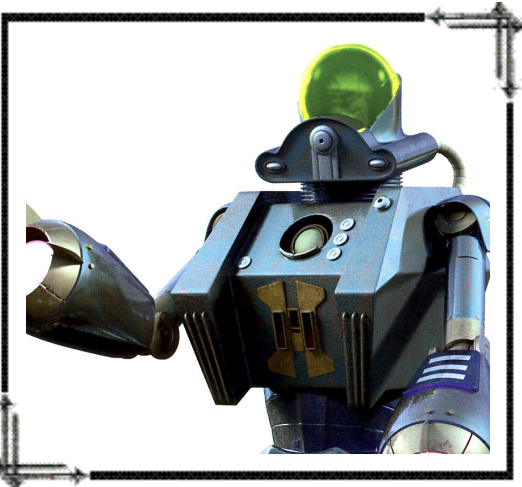
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
ARMOR	<input type="checkbox"/>
ARMS	<input type="checkbox"/>
FEET	<input type="checkbox"/>
HANDS	<input type="checkbox"/>
HEAD	<input type="checkbox"/>
NECK	<input type="checkbox"/>
RING	<input type="checkbox"/>
RING	<input type="checkbox"/>
WAIST	<input type="checkbox"/>
	<input type="checkbox"/>
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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

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND


Nelanther Isles
The Nelanther Isles spread outward from Amn and fade far out into the Trackless Sea, more than a thousand specks of land making up this archipelago. A noted haven for some of the most bloodthirsty pirates to sail the waters of the Sword Coast and beyond, these islands are no place for the unwary. You add Acrobatics and Athletics to your class skill list, and you gain a +1 bonus to Acrobatics checks and Athletics checks.

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

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.

CLASS _____ LEVEL _____ BOOK *PH*

ENCOUNTER SPECIAL 

Second Wind

KEYWORDS _____ USED _____

Standard			Personal
ACTION			RANGE

AT-WILL ENCOUNTER DAILY

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*

UTILITY POWER 

Bull Rush Attack

KEYWORDS _____ USED _____

Standard	* 		Melee 1
ACTION			RANGE

0 vs Fort One creature

ATTACK	DEFENSE	TARGET
---------------	----------------	---------------

Attack: Strength vs. Fortitude
Hit: You can push the target 1 square and then shift 1 square into the space it left.

Unarmed: +0 attack





ADDITIONAL EFFECTS

CLASS _____ LEVEL * _____ BOOK *PH*

AT-WILL POWER 

Grab Attack

KEYWORDS _____ USED _____

Standard	* 		Melee touch
ACTION			RANGE

0 vs Reflex One creature that is no more than

ATTACK	DEFENSE	TARGET
---------------	----------------	---------------

Requirement: You must have a hand free.
Attack: Strength vs. Reflex
Hit: You grab the target until the end of your next turn. You can end the grab as a free action.
Sustain Minor: The grab persists until the end of your next turn.

Unarmed: +0 attack





ADDITIONAL EFFECTS

CLASS _____ LEVEL * _____ BOOK *PH*

AT-WILL POWER 

Opportunity Attack

KEYWORDS _____ USED _____

Opportunity	* 		Melee 1
ACTION			RANGE

vs The triggering enemy

ATTACK	DEFENSE	TARGET
---------------	----------------	---------------

Trigger: An enemy that you can see either leaves a square adjacent to you or uses a ranged or an area power while adjacent to you.
Effect: You make a melee basic attack against the target.





ADDITIONAL EFFECTS

CLASS _____ LEVEL * _____ BOOK *PH*

AT-WILL POWER 

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 (+5) radiant damage, and one ally you can see gains a +2 power bonus to his or her next attack roll against the target.
 Level 21: 2d8 + Wisdom modifier (+5) radiant damage.
Power of the Sun: If you hit, after resolving the effects, target gains vulnerable 3/5/8 (per tier) radiant until the end of your next turn.

Mace: +5 attack, 1d8+5 damage





ADDITIONAL EFFECTS

CLASS Cleric _____ LEVEL 1 _____ BOOK *PH*

AT-WILL POWER 

Sonnlinor's Hammer

KEYWORDS Divine, Weapon _____ USED _____

Standard	* 		Melee weapon
ACTION			RANGE

7 vs AC One creature

ATTACK	DEFENSE	TARGET
---------------	----------------	---------------

Attack: Wisdom vs. AC
Hit: 1[W] + Wisdom modifier (+5) damage. The next attack the target makes before the end of your next turn takes a penalty to the damage roll equal to your Charisma modifier (+0).
 Level 21: 2[W] + Wisdom modifier (+5) damage.
Special: This power can be used as a melee basic attack.

Mace: +7 attack, 1d8+6 damage





ADDITIONAL EFFECTS

CLASS Cleric _____ LEVEL 1 _____ BOOK *Dragon 385*

AT-WILL POWER 

Blessing of Light

KEYWORDS Divine, Radiant, Weapon _____ USED _____

Standard	* 		Melee weapon
ACTION			RANGE

7 vs AC One creature

ATTACK	DEFENSE	TARGET
---------------	----------------	---------------

Attack: Wisdom vs. AC
Hit: 1[W] + Wisdom modifier (+5) radiant damage.
 Level 21: 2[W] + Wisdom modifier (+5) radiant damage.
Effect: The next time the target hits you or any of your allies before the end of your next turn, it takes radiant damage equal to your Constitution modifier (+2).

Mace: +7 attack, 1d8+6 damage





ADDITIONAL EFFECTS

CLASS Cleric _____ LEVEL 1 _____ BOOK *MCG*

AT-WILL POWER 

Shining Symbol

KEYWORDS Divine, Implement, Radiant _____ USED _____

Standard			Close blast 3
ACTION	3 		RANGE

5 vs Will Each enemy in the blast

ATTACK	DEFENSE	TARGET
---------------	----------------	---------------

Attack: Primary ability vs. Will
Hit: 1d8 + Strength, Constitution, Dexterity, Intelligence, Wisdom, or Charisma radiant damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.
 Level 11: 2d8 + Strength, Constitution, Dexterity, Intelligence, Wisdom, or Charisma radiant damage.
 Level 21: 3d8 + Strength, Constitution, Dexterity, Intelligence, Wisdom, or Charisma radiant damage.

Mace: +5 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Ordained Priest _____ LEVEL 1 _____ BOOK *Dragon 399*

ENCOUNTER POWER 

Solar Enemy

KEYWORDS		Divine	USED
Minor		Close burst 2	
ACTION	2		RANGE
	vs	Each enemy in burst	
ATTACK	DEFENSE	TARGET	

Channel Divinity: You can use only one channel divinity power per encounter
Effect: Each target gains vulnerable 5 radiant, or its vulnerability to radiant damage increases by 5 until the end of your next turn.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL * BOOK *DP*

Divine Glow

KEYWORDS		Divine, Implement, Radiant	USED
Standard		Close blast 3	
ACTION	3		RANGE
5	vs	Reflex	Each enemy in the blast
ATTACK	DEFENSE	TARGET	

Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier (+5) radiant damage.
Effect: Each ally in the blast gains a +2 power bonus to attack rolls until the end of your next turn.

Mace: +5 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK *PH*

Favor of the Gods

KEYWORDS		Channel Divinity, Divine	USED
Minor		Close burst 3	
ACTION	3		RANGE
	vs	One creature in the burst	
ATTACK	DEFENSE	TARGET	

Special: You can use only one channel divinity power per encounter
Effect: The next time the target misses with an attack roll before the end of your next turn, it can reroll that attack roll. It must use the new result, even if it is lower.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL BOOK *Dragon 400*

Healer's Mercy

KEYWORDS		Divine, Healing	USED
Standard		Close burst 5	
ACTION	5		RANGE
	vs	Each bloodied ally in burst	
ATTACK	DEFENSE	TARGET	

Channel Divinity: You can use only one channel divinity power per encounter
Effect: Each target can spend a healing surge. You are weakened until the end of your next turn.

Unarmed: +0 attack

ADDITIONAL EFFECTS

CLASS Cleric LEVEL BOOK *DP*

Moment of Glory

KEYWORDS		Divine, Fear, Implement	USED
Standard		Close blast 5	
ACTION	5		RANGE
5	vs	Will	Each enemy in blast
ATTACK	DEFENSE	TARGET	

Attack: Wisdom vs. Will
Hit: You push the target 3 squares and knock it prone.
Effect: You and each ally in the blast gain resist 5 to all damage until the end of your next turn.
Sustain Minor: The effect persists.

Mace: +5 attack

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK *DP*

Healing Word

KEYWORDS		Healing	USED
Minor		Close burst 5 (10 at 11th level, 15 at 17th level)	
ACTION	5		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" 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: +0 attack

ADDITIONAL EFFECTS

CLASS Cleric LEVEL BOOK *PH*