

# DUNGEONS & DRAGONS

## Character Sheet

Player Name: Nery

---

**Egil Skallagrim**    Level: **4**    Class: **Cleric**    Paragon Path:    Epic Destiny:    Total XP: **3.750**

Race: **Human**    Size: **Medium**    Age: **24**    Gender: **Male**    Height: **177cm**    Weight: **69kg**    Alignment: **Good**    Deity: **The Silver Flame**    Adventuring Company: **Aventuras em Eberron**    RPGA Number:

---

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + ARMOR/1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>18</b>	<b>AC</b>	<b>12</b>	<b>6</b>					

CONDITIONAL BONUSES

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
<b>5</b>	<b>Speed (Squares)</b>	<b>6</b>	<b>-1</b>	

SPECIAL MOVEMENT

---

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
<b>10</b>	<b>STR</b> Strength	<b>0</b>	<b>2</b>
<b>14</b>	<b>CON</b> Constitution	<b>2</b>	<b>4</b>
<b>10</b>	<b>DEX</b> Dexterity	<b>0</b>	<b>2</b>
<b>10</b>	<b>INT</b> Intelligence	<b>0</b>	<b>2</b>
<b>19</b>	<b>WIS</b> Wisdom	<b>4</b>	<b>6</b>
<b>16</b>	<b>CHA</b> Charisma	<b>3</b>	<b>5</b>

### DEFENSES

SCORE	DEFENSE	10 + ARMOR/1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>15</b>	<b>FORT</b>	<b>12</b>	<b>2</b>				<b>1</b>	

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<b>21</b>	<b>Passive Insight</b>	<b>10</b>	<b>+ 11</b>
<b>16</b>	<b>Passive Perception</b>	<b>10</b>	<b>+ 6</b>

SPECIAL SENSES

---

### HIT POINTS

MAX HP	BLOODED	HEALING SURGES
	1/2 HP	1/4 HP
<b>41</b>	<b>20</b>	<b>9</b>

HEALING SURGES: SURGE VALUE **10** SURGES/DAY **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

ACTION POINTS	MILESTONES
<b>3</b>	<b>3</b>

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS:

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Mace

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+ 4</b>	<b>2</b>	<b>0</b>	<b>2</b>				

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+ 2</b>	<b>2</b>	<b>0</b>					

---

### RACE FEATURES

**Bonus Feat** - Choose an extra feat at 1st level.

**Bonus Skill** - Trained 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** - Know one extra 1st-level attack power from your class.

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Mace

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d8</b>	<b>0</b>				

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d4</b>	<b>0</b>				

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
<b>4</b>	<b>vs AC</b>	Mace	<b>1d8</b>
<b>2</b>	<b>vs AC</b>	Unarmed (Melee)	<b>1d4</b>
<b>2</b>	<b>vs AC</b>	Unarmed (Range)	<b>1d4</b>

---

### SKILLS

BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
<b>1</b>	Acrobatics	DEX	<b>2</b>	<b>0</b>	<b>-1</b>	<b>0</b>
<b>2</b>	Arcana	INT	<b>2</b>	<b>0</b>	<b>n/a</b>	<b>0</b>
<b>1</b>	Athletics	STR	<b>2</b>	<b>0</b>	<b>-1</b>	<b>0</b>
<b>5</b>	Bluff	CHA	<b>5</b>	<b>0</b>	<b>n/a</b>	<b>0</b>
<b>10</b>	Diplomacy	CHA	<b>5</b>	<b>5</b>	<b>n/a</b>	<b>0</b>
<b>6</b>	Dungeoneering	WIS	<b>6</b>	<b>0</b>	<b>n/a</b>	<b>0</b>
<b>3</b>	Endurance	CON	<b>4</b>	<b>0</b>	<b>-1</b>	<b>0</b>
<b>11</b>	Heal	WIS	<b>6</b>	<b>5</b>	<b>n/a</b>	<b>0</b>
<b>7</b>	History	INT	<b>2</b>	<b>5</b>	<b>n/a</b>	<b>0</b>
<b>11</b>	Insight	WIS	<b>6</b>	<b>5</b>	<b>n/a</b>	<b>0</b>
<b>5</b>	Intimidate	CHA	<b>5</b>	<b>0</b>	<b>n/a</b>	<b>0</b>
<b>6</b>	Nature	WIS	<b>6</b>	<b>0</b>	<b>n/a</b>	<b>0</b>
<b>6</b>	Perception	WIS	<b>6</b>	<b>0</b>	<b>n/a</b>	<b>0</b>
<b>7</b>	Religion	INT	<b>2</b>	<b>5</b>	<b>n/a</b>	<b>0</b>
<b>1</b>	Stealth	DEX	<b>2</b>	<b>0</b>	<b>-1</b>	<b>0</b>
<b>5</b>	Streetwise	CHA	<b>5</b>	<b>0</b>	<b>n/a</b>	<b>0</b>
<b>1</b>	Thievery	DEX	<b>2</b>	<b>0</b>	<b>-1</b>	<b>0</b>

### 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

**Frantic Recovery** - Use second wind as minor action when you spend action point

**Ritual Caster** - Master and perform rituals

**Defensive Healing Word** - Bonus to recipient's defenses when you use healing word

**Shielding Word** - Healing word target gains +2 defenses until start of your next turn

**Pacifist Healer** - Your healing powers are better, but you're punished for damaging bloodied foes

---

### LANGUAGES KNOWN

Common, Elven

### LANGUAGES KNOWN

Common, Elven

### LANGUAGES KNOWN

Common, Elven

---

Egil Skallagrim    Page 1    Nery



CHARACTER NAME  
Egil Skallagrim

PLAYER NAME  
Nery

RACE Human CLASS Cleric LEVEL 4

HP	SCORE ABILITY MOD	AC
41	10 STR +0	18
Spd	14 CON +2	Fort
5	10 DEX +0	15
Init	10 INT +0	Ref
+2	19 WIS +4	13
	16 CHA +3	Will
		19

21 Passive Insight 16 Passive Perception

Skills

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

Action Point

ADDITIONAL EFFECTS

**Frantic Recovery:** When you spend an action point to gain an extra action, until the end of your turn, you can use your second wind as a minor action.



**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

PLAY DATA DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Second Wind

KEYWORDS: Standard, Personal

Standard  Personal

ACTION  RANGE

AT-WILL  ENCOUNTER  DAILY

Effect: You spend a healing surge and regain 10 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

Sacred Flame

KEYWORDS: Divine, Implement, Radiant

Standard  Ranged 5

ACTION  RANGE

6 vs Reflex One creature

ATTACK DEFENSE TARGET

**Attack:** Wisdom vs. Reflex  
**Hit:** 1d6 + Wisdom modifier (+4) 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 (+4) at 21st level.  
Mace: +6 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

Gaze of Defiance

KEYWORDS: Divine, Implement, Psychic

Standard  Ranged 5

ACTION  RANGE

6 vs Will One creature

ATTACK DEFENSE TARGET

**Attack:** Wisdom vs. Will  
**Hit:** 1d8 + Wisdom modifier (+4) psychic damage, and your allies gain a +1 power bonus to attack rolls against the target until the end of your next turn. If the target attacks you before the end of your next turn, the bonus increases to +3. Increase damage to 2d8 + Wisdom modifier (+4) at 21st level.  
Mace: +6 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PHS1

UTILITY POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Astral Seal

KEYWORDS: Divine, Healing, Implement

Standard  Ranged 5

ACTION  RANGE

8 vs Reflex One creature

ATTACK DEFENSE TARGET

**Attack:** Wisdom +2 vs. Reflex  
**Hit:** Until the end of your next turn, the target takes a -2 penalty to all defenses. The next ally who hits it before the end of your next turn regains hit points equal to 2 + your Charisma modifier (+3).  
Mace: +8 attack

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK DP

Exacting Utterance

KEYWORDS: Divine, Implement

Standard  Ranged 5

ACTION  RANGE

6 vs Will One creature

ATTACK DEFENSE TARGET

**Attack:** Wisdom vs. Will  
**Hit:** Until the end of your next turn, the target gains vulnerability to all damage equal to your Wisdom modifier (+4), and any ally who attacks the target gains temporary hit points equal to your Wisdom modifier (+4).  
Mace: +6 attack

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK DP

Divine Fortune

KEYWORDS: Divine

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 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

### Healer's Mercy

KEYWORDS: Divine, Healing USED

Standard Close burst 5

**ACTION** 5 **RANGE**

**ATTACK** vs **DEFENSE** **TARGET**

Each bloodied ally in burst

**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: +2 attack

ADDITIONAL EFFECTS

CLASS: Cleric LEVEL BOOK DP

**ENCOUNTER POWER**

### Destined Duel

KEYWORDS: Divine, Implement, Radiant USED

Standard 5 Ranged 5

**ACTION** **RANGE**

6 vs **Reflex** One creature

**ATTACK** **DEFENSE** **TARGET**

**Attack:** Wisdom vs. Reflex  
**Hit:** 1d10 + Wisdom modifier (+4) radiant damage, and an ally within 5 squares of you gains a +2 power bonus to attack rolls against the target until the end of your next turn. If you use healing word on that ally this turn, the ally also gains a +4 power bonus to damage rolls against the target until the end of your next turn.

Mace: +6 attack, 1d10+4 damage

ADDITIONAL EFFECTS

CLASS: Cleric LEVEL 3 BOOK Dragon 379

**ENCOUNTER POWER**

### Beacon of Hope

KEYWORDS: Divine, Healing, Implement USED

Standard Close burst 3

**ACTION** 3 **RANGE**

6 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.

Mace: +6 attack

ADDITIONAL EFFECTS

CLASS: Cleric LEVEL 1 BOOK PH

**DAILY POWER**

### Healing Word

KEYWORDS: Healing USED

Minor Close burst 5 (10 at 11th level, 15 at 16th level)

**ACTION** 5 **RANGE**

AT-WILL  ENCOUNTER  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.  
**Defensive Healing Word:** When you use your healing word, the target also gains a power bonus to all defenses equal to your Charisma modifier (+3) against the next attack made against him or her before the end of your next turn.

Unarmed: +2 attack

ADDITIONAL EFFECTS

CLASS: Cleric LEVEL BOOK PH

**UTILITY POWER**

### Life Transference

KEYWORDS: Divine, Healing USED

Standard \* Melee touch

**ACTION** **RANGE**

AT-WILL  ENCOUNTER  DAILY

**Target:** One creature  
**Effect:** You take damage equal to your healing surge value, which can't be reduced in any way. The target regains hit points equal to twice that value.

Unarmed: +2 attack

ADDITIONAL EFFECTS

CLASS: Cleric LEVEL 2 BOOK DP

**UTILITY POWER**