

Player Name **Patrice Dumas**

Character Name <b>Nadarr Highopes</b>		Level <b>1</b>	Class <b>Cleric</b>	Paragon Path	Epic Destiny	Total XP <b>275</b>
Race <b>Human</b>	Size <b>Medium</b>	Age <b>21</b>	Gender <b>Male</b>	Alignment <b>Unaligned</b>	Deity <b>Kelemvor</b>	Adventuring Company
Height		Weight		Alignment		RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
<b>0</b>			
INITIATIVE			

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>16</b>	<b>AC</b>	<b>10</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>18</b>	<b>STR</b> <small>Strength</small>	<b>4</b>	<b>4</b>
<b>14</b>	<b>CON</b> <small>Constitution</small>	<b>2</b>	<b>2</b>
<b>11</b>	<b>DEX</b> <small>Dexterity</small>	<b>0</b>	<b>0</b>
<b>13</b>	<b>INT</b> <small>Intelligence</small>	<b>1</b>	<b>1</b>
<b>15</b>	<b>WIS</b> <small>Wisdom</small>	<b>2</b>	<b>2</b>
<b>13</b>	<b>CHA</b> <small>Charisma</small>	<b>1</b>	<b>1</b>

### DEFENSES (Cont.)

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>15</b>	<b>FORT</b>	<b>10</b>	<b>4</b>				<b>1</b>	
<b>12</b>	<b>REF</b>	<b>10</b>	<b>1</b>				<b>1</b>	
<b>15</b>	<b>WILL</b>	<b>10</b>	<b>2</b>	<b>2</b>			<b>1</b>	

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<b>17</b>	<b>Passive Insight</b>	<b>10 +</b>	<b>7</b>
<b>12</b>	<b>Passive Perception</b>	<b>10 +</b>	<b>2</b>

SPECIAL SENSES

### HIT POINTS

<b>26</b>	<b>13</b>	<b>6</b>	<b>9</b>
MAX HP		HEALING SURGES	
BLOODED		SURGE VALUE	
1/2 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			

### ACTION POINTS

<b>3</b>	<b>0</b>	<b>1</b>
Action Points		
MILESTONES		
ACTION POINTS		
ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS		

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Mace

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+ 7</b>	<b>0</b>	<b>4</b>		<b>2</b>			<b>1</b>

ABILITY: Melee Basic Attack - Unarmed

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

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Mace

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d8+5</b>	<b>4</b>			<b>1</b>	

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d4+4</b>	<b>4</b>				

### 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.

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
<b>7</b>	<b>AC</b>	Mace	1d8+5
<b>4</b>	<b>AC</b>	Unarmed (Melee)	1d4+4
<b>0</b>	<b>AC</b>	Unarmed (Range)	1d4
<b> </b>	<b> </b>		

### SKILLS

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

- Combat Medic** - Stabilize the dying as minor action, +2 to Heal checks
- Ritual Caster** - Master and perform rituals
- Weapon Expertise (Mace)** - Gain bonus to attack rolls with maces.

### LANGUAGES KNOWN



Nadarr Highopes

PLAYER NAME

Patrice Dumas

RACE Human CLASS Cleric LEVEL 1

<b>HP</b> 26	<b>STR</b> 18	<b>AC</b> 16
<b>Spd</b> 5	<b>CON</b> 14	<b>Fort</b> 15
<b>Init</b> +0	<b>DEX</b> 11	<b>Ref</b> 12
	<b>INT</b> 13	<b>Will</b> 15
	<b>WIS</b> 15	
	<b>CHA</b> 13	
<b>17</b> Passive Insight	<b>12</b> Passive Perception	



Second Wind

KEYWORDS USED

Standard	Personal
<b>ACTION</b>	<b>RANGE</b>
vs	Self
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

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



ENCOUNTER SPECIAL



ENCOUNTER ACTION



Lance of Faith

KEYWORDS Divine, Implement, Radiant USED

Standard	5	Ranged 5
<b>ACTION</b>		<b>RANGE</b>
2	vs Reflex	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Wisdom vs. Reflex  
**Hit:** 1d8 + Wisdom modifier (+2) 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 (+2) at 21st level.

Holy Symbol: +2 attack, 1d8+2 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

AT-WILL POWER



Righteous Brand

KEYWORDS Divine, Weapon USED

Standard		Melee weapon
<b>ACTION</b>		<b>RANGE</b>
7	vs AC	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

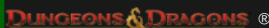
**Attack:** Strength vs. AC  
**Hit:** 1[W] + Strength modifier (+4) damage, and one ally within 5 squares of you gains a power bonus to melee attack rolls against the target equal to your Strength modifier (+4) until the end of your next turn.  
 Increase damage to 2[W] + Strength modifier (+4) at 21st level.

Mace: +7 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

AT-WILL POWER



Priest's Shield

KEYWORDS Divine, Weapon USED

Standard		Melee weapon
<b>ACTION</b>		<b>RANGE</b>
7	vs AC	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

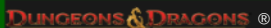
**Attack:** Strength vs. AC  
**Hit:** 1[W] + Strength modifier (+4) damage, and you and one adjacent ally gain a +1 power bonus to AC until the end of your next turn.  
 Increase damage to 2[W] + Strength modifier (+4) at 21st level.

Mace: +7 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

AT-WILL POWER



Divine Fortune

KEYWORDS Divine USED

Free	Personal
<b>ACTION</b>	<b>RANGE</b>
vs	
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

**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

ENCOUNTER POWER



Turn Undead

KEYWORDS Divine, Implement, Radiant USED

Standard	Close burst 2 (5 at 11th level, 8 at 15th level)
<b>ACTION</b>	<b>RANGE</b>
2	vs Will
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

**Channel Divinity:** You can use only one channel divinity power per encounter  
**Attack:** Wisdom vs. Will  
**Hit:** 1d10 + Wisdom modifier (+2) 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 (+2) at 5th level, 3d10 + Wisdom modifier (+2) at 11th level, 4d10 + Wisdom modifier (+2) at 15th level, 5d10 + Wisdom modifier (+2) at 21st level, and 6d10 + Wisdom modifier (+2) at 25th level.  
**Miss:** Half damage, and the target is not pushed or immobilized.

Holy Symbol: +2 attack, 1d10+2 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL BOOK PH

ENCOUNTER POWER



Healing Word

KEYWORDS Divine, Healing USED

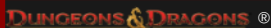
Minor	Close burst 5 (10 at 11th level, 15 at 15th level)
<b>ACTION</b>	<b>RANGE</b>
5	
vs	You or one ally
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

**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



## Wrathful Thunder

KEYWORDS		Divine, Thunder, Weapon		USED
Standard	* ↓ ↻	Melee weapon		
<b>ACTION</b>	↶ ↷	<b>RANGE</b>		
7	vs	AC	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		
<p><b>Attack:</b> Strength vs. AC  <b>Hit:</b> 1[W] + Strength modifier (+4) thunder damage, and the target is dazed until the end of your next turn.</p> <p>Mace: +7 attack, 1d8+5 damage</p>				
ADDITIONAL EFFECTS				
CLASS	Cleric	LEVEL	1	BOOK <i>PH</i>

ENCOUNTER POWER 

## Avenging Flame

KEYWORDS		Divine, Fire, Weapon		USED
Standard	* ↓ ↻	Melee weapon		
<b>ACTION</b>	↶ ↷	<b>RANGE</b>		
7	vs	AC	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		
<p><b>Attack:</b> Strength vs. AC  <b>Hit:</b> 2[W] + Strength modifier (+4) damage, and ongoing 5 fire damage (save ends).  <b>Miss:</b> Half damage, and no ongoing fire damage.  <b>Special:</b> If the target attacks on its turn, it can't attempt a saving throw against the ongoing damage.</p> <p>Mace: +7 attack, 2d8+5 damage</p>				
ADDITIONAL EFFECTS				
CLASS	Cleric	LEVEL	1	BOOK <i>PH</i>

DAILY POWER 