

# Character Sheet

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1,000

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Total XP

RPGA Number



CHARACTER NAME  
**Isaiah**

PLAYER NAME

RACE Half-Elf CLASS Cleric LEVEL 2

|                   | SCORE     | ABILITY    | MOD       |
|-------------------|-----------|------------|-----------|
| <b>HP</b><br>35   | <b>8</b>  | <b>STR</b> | <b>-1</b> |
| <b>Spd</b><br>5   | <b>18</b> | <b>CON</b> | <b>+4</b> |
| <b>Init</b><br>+1 | <b>10</b> | <b>DEX</b> | <b>+0</b> |
|                   | <b>13</b> | <b>INT</b> | <b>+1</b> |
|                   | <b>18</b> | <b>WIS</b> | <b>+4</b> |
|                   | <b>11</b> | <b>CHA</b> | <b>+0</b> |

|                   |
|-------------------|
| <b>AC</b><br>17   |
| <b>Fort</b><br>15 |
| <b>Ref</b><br>12  |
| <b>Will</b><br>17 |

**22** Passive Insight **20** Passive Perception

PLAY DATA **DUNGEONS & DRAGONS**

Second Wind

KEYWORDS

Standard ☐ ☐ ☐ Personal ☐

**ACTION** ☐ ☐ ☐ **RANGE**

☐ AT-WILL ☒ ENCOUNTER ☐ DAILY

Effect: You spend a healing surge and regain 8 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 **DUNGEONS & DRAGONS**

Bull Rush Attack

KEYWORDS

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 **DUNGEONS & DRAGONS**

Skills

|    |               |               |
|----|---------------|---------------|
| 0  | Acrobatics    | DEX           |
| 2  | Arcana        | INT           |
| -1 | Athletics     | STR           |
| 1  | Bluff         | CHA           |
| 8  | Diplomacy     | CHA (Trained) |
| 5  | Dungeoneering | WIS           |
| 4  | Endurance     | CON           |
| 10 | Heal          | WIS (Trained) |
| 7  | History       | INT (Trained) |
| 12 | Insight       | WIS (Trained) |
| 1  | Intimidate    | CHA           |
| 5  | Nature        | WIS           |
| 10 | Perception    | WIS (Trained) |
| 7  | Religion      | INT (Trained) |
| 0  | Stealth       | DEX           |
| 1  | Streetwise    | CHA           |
| 0  | Thievery      | DEX           |

ADDITIONAL EFFECTS

PLAY DATA **DUNGEONS & DRAGONS**

Melee Basic Attack

KEYWORDS Weapon

Standard ☐ ☐ ☐ Melee weapon ☐

**ACTION** ☐ ☐ ☐ **RANGE**

**4** vs **AC** One creature

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

**Attack:** Strength vs. AC  
**Hit:** 1[W] + Strength modifier (-1) damage.

Increase damage to 2[W] + Strength modifier (-1) damage at 21st level.

Magic Greatspear +1: +4 attack, 1d10 damage  
Unarmed: +0 attack, 1d4-1 damage

ADDITIONAL EFFECTS

CLASS LEVEL \* BOOK PH

AT-WILL POWER **DUNGEONS & DRAGONS**

Grab Attack

KEYWORDS

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 **DUNGEONS & DRAGONS**

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.

ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Ranged Basic Attack

KEYWORDS Weapon

Standard ☐ ☐ ☐ Ranged weapon ☐

**ACTION** ☐ ☐ ☐ **RANGE**

**1** vs **AC** One creature

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

**Attack:** Dexterity vs. AC  
**Hit:** 1[W] + Dexterity modifier (+0) damage.

Increase damage to 2[W] + Dexterity modifier (+0) damage at 21st level.

Unarmed: +1 attack, 1d4 damage

ADDITIONAL EFFECTS

CLASS LEVEL \* BOOK PH

AT-WILL POWER **DUNGEONS & DRAGONS**

Opportunity Attack

KEYWORDS

Opportunity ☐ ☐ ☐ Melee 1 ☐

**ACTION** ☐ ☐ ☐ **RANGE**

**0** vs **Reflex** 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 **DUNGEONS & DRAGONS**

Blessing of Battle

KEYWORDS

Divine, Weapon

USED

Standard

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Melee weapon

ACTION

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✱

RANGE

9

vs

AC

One creature

ATTACK

DEFENSE

TARGET

**Attack:** Wisdom vs. AC  
**Hit:** 1[W] + Wisdom modifier (+4) damage.  
  
Level 21: 2[W] + Wisdom modifier (+4) damage.  
**Effect:** You or one ally within 5 squares of you gains resistance to all damage until the end of your next turn. The resistance equals your Constitution modifier (+4).  
  
Magic Greatspear +1: +9 attack, 1d10+5 damage  
Unarmed: +5 attack, 1d4+4 damage

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

1

BOOK

PEHOTFL

AT-WILL POWER

DUNGEONS & DRAGONS

Brand of the Sun

KEYWORDS

Divine, Radiant, Weapon

USED

Standard

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Melee weapon

ACTION

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✱

RANGE

9

vs

AC

One creature

ATTACK

DEFENSE

TARGET

**Attack:** Wisdom vs. AC  
**Hit:** 1[W] + Wisdom modifier (+4) radiant damage.  
  
Level 21: 2[W] + Wisdom modifier (+4) radiant damage.  
**Effect:** You or one ally within 5 squares of you can make a saving throw.  
  
Magic Greatspear +1: +9 attack, 1d10+5 damage  
Unarmed: +5 attack, 1d4+4 damage

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

1

BOOK

PEHOTFL

AT-WILL POWER

DUNGEONS & DRAGONS

Dynamic Assault

KEYWORDS

Primal, Weapon

USED

Standard

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Melee weapon

ACTION

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RANGE

9

vs

AC

One creature

ATTACK

DEFENSE

TARGET

**Attack:** Wisdom vs. AC  
**Hit:** 1[W] + Wisdom modifier (+4) damage.  
  
Level 21: 2[W] + Wisdom modifier (+4) damage.  
**Effect:** One ally within 5 squares of the target can take a free action to move a number of squares up to your Constitution modifier (+4), gaining a +5 power bonus to Athletics checks during the move.  
  
Magic Greatspear +1: +9 attack, 1d10+5 damage  
Unarmed: +5 attack, 1d4+4 damage

ADDITIONAL EFFECTS

CLASS

Druid

LEVEL

1

BOOK

PEHOTFK

ENCOUNTER POWER

DUNGEONS & DRAGONS

Sun Burst

KEYWORDS

Divine, Radiant, Weapon

USED

Standard

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Melee weapon

ACTION

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RANGE

9

vs

AC

One creature

ATTACK

DEFENSE

TARGET

**Attack:** Wisdom vs. AC  
**Hit:** 1[W] + Wisdom modifier (+4) radiant damage.  
**Effect:** You and each ally within 5 squares of you gain 5 temporary hit points and can make a saving throw.  
  
Magic Greatspear +1: +9 attack, 1d10+5 damage  
Unarmed: +5 attack, 1d4+4 damage

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

1

BOOK

PEHOTFL

ENCOUNTER POWER

DUNGEONS & DRAGONS

Divine Fortune

KEYWORDS

Channel Divinity, Divine

USED

Free

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Personal

ACTION

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RANGE

vs

ATTACK

DEFENSE

TARGET

**Effect:** You gain a +1 bonus to your next attack roll or saving throw before the end of your next turn.  
**Special:** You can use only one channel divinity power per encounter.

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Healer's Mercy

KEYWORDS

Divine, Healing

USED

Standard

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Close burst 5

ACTION

5

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✱

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: +1 attack

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

BOOK

DP

ENCOUNTER POWER

DUNGEONS & DRAGONS

Guidance of the Past

KEYWORDS

USED

Free

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Personal

ACTION

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RANGE

vs

ATTACK

DEFENSE

TARGET

**Trigger:** You make an attack roll, a skill check, or an ability check.  
**Effect:** You roll two d20s for the triggering roll, and use either result. If you roll the same number on both dice, after you complete the action related to the triggering roll, you are dazed until the end of your next turn.

ADDITIONAL EFFECTS

CLASS

Ghost of the Past

LEVEL

BOOK

Dragon 430

ENCOUNTER POWER

DUNGEONS & DRAGONS

Moment of Glory

KEYWORDS

Divine, Fear, Implement

USED

Standard

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Close blast 5

ACTION

5

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RANGE

6

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.  
  
Magic Greatspear +1: +6 attack  
Holy Symbol: +5 attack  
Unarmed: +5 attack

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

1

BOOK

DP

DAILY POWER

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

Standard

↓

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Personal

ACTION

↔

✱

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

**Effect:** Spend a healing surge and gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

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BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS

Healing Word

KEYWORDS

Healing

USED

Minor

Close burst 5 (10 at 11th level, 15

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.

Unarmed: +1 attack

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

BOOK

PH

UTILITY POWER

Bless

KEYWORDS

Divine

USED

Minor

Close burst 20

ACTION

20

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

**Target:** You and each ally in the burst

**Effect:** Each target gains a +1 power bonus to attack rolls until the end of the encounter.

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

2

BOOK

PH

UTILITY POWER

Magic Greatspear +1

1d10

3

Polearm, Spear

DAMAGE

PROFICIENT

GROUP

RANGE

+1 attack rolls and damage rolls

1

+1d6 damage

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

Reach

Melee Basic Attack: +4 attack, 1d10 damage

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Rarity: Common

ITEM SLOT

Two-Hands

WEIGHT

8

PRICE

360

BOOK

AV

MAGIC WEAPON