

# DUNGEONS & DRAGONS

## Character Sheet

Player Name /RPGA Number

8

Level

**Owen Redgate**

Lawful Good Male Human Warpriest

20 Age 6' 1" Height 205 lb. Weight Medium Size Amaunator Deity

13000

Total XP Next Level at: 20500

### Defenses

26 AC

21 FORT

19 REF

23 WILL

Conditional Bonuses:

### Hit Points

Max HP  
(Bloodied 31) **63**

Temp HP

Current Hit Points

### Healing Surges

Surge Value Surges/day

16

10

Surges Left

Current Conditions:

### Combat Statistics and Senses

**Initiative**

4

Conditional Modifiers

**Speed**

6

Special Movement

**Passive Insight**

24

**Passive Perception**

19

Special Senses  
Normal

### Action Points

Action Points Milestones Action Points

0 1  
1 2  
2 3

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.

### Second Wind (one per encounter)

☐ Used

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

### Death Saving Throw Failures

☐ ☐ ☐

**Saving Throw Mods** 0

### Resistances

Resist 2 Ranged, Resist 2 Area

### Current Conditions and Effects

### Basic Attacks

#### Melee

Anointed Mace Mace +2

10

Strength vs. AC

1d8+3

Damage

#### Ranged

Unarmed

4

Dexterity vs. AC

1d4

Damage

### Language(s) known

Common

### Portrait



Ability	Score	Check
<b>STR</b> Strength	13	5
<b>CON</b> Constitution	16	7
<b>DEX</b> Dexterity	10	4
<b>INT</b> Intelligence	10	4
<b>WIS</b> Wisdom	20	9
<b>CHA</b> Charisma	13	5

### Skills

Skill	Assoc. Ability	Trained	Score
Acrobatics	Dexterity		2
Arcana	Intelligence		4
Athletics	Strength		3
Bluff	Charisma		5
Diplomacy	Charisma	✓	10
Dungeoneering	Wisdom		9
Endurance	Constitution		5
Heal	Wisdom	✓	14
History	Intelligence	✓	9
Insight	Wisdom	✓	14
Intimidate	Charisma		5
Nature	Wisdom		9
Perception	Wisdom		9
Religion	Intelligence	✓	11
Stealth	Dexterity		2
Streetwise	Charisma		5
Thievery	Dexterity		2

# Owen Redgate

Player Name

Character Name



## Racial 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.

### Heroic Effort

Gain the Heroic Effort power.

## Class/Other Features

### Channel Divinity (Sun)

Gain the soothing light power.

### Domain Features

Gain domain benefits: special features, 2 at-will attack powers, 1 utility power, and 1 encounter attack power.

### Sun Domain Features

+2 to death saving throws for self and allies within 5sq. +2/4/6 hp (by tier) to self or ally in healing word's burst

### Healing Word

Use healing word as an encounter (special) power; minor action.

### Holy Cleansing

You gain the holy cleansing power.

### Resurrection

You gain the resurrection power.

## Feats

### Shielding Word

Healing word target gains +2 defenses until start of your next turn

### Demonbane

Powers that target undead also target elementals

### Bludgeon Expertise

When using a hammer or mace: +1 feat bonus to weapon attack rolls, +1 bonus to push/slide effects from your attacks

### Armor Proficiency: Scale

Training with scale armor

### Disciple of Light

If you spend a healing surge while bloodied, allies within 5 sq. gain 3/5/8 (by tier) temporary hit points.

### Heavy Armor Agility

You ignore the speed penalty for wearing heavy armor.

Player Name

Owen Redgate

Character Name



Character Details

Adventuring Company

Theme

Background

Ward of the Temple

Personality Traits

Optimistic, kind and resolute

Companions and Allies

Mannerisms and Appearance

Chiseled, formal and deliberate

Session and Campaign Notes

Other Notes

Equipment

Head Slot

Neck Slot

Collar of Recovery +2

Arm Slot

Hand Slot

Gloves of Grace (heroic tier)

Ring Slot

Ring Slot

Off Hand Slot

Shield of Deflection Heavy...

Main Hand

Anointed Mace Mace +2

Waist Slot

Belt of Vigor (heroic tier)

Body Slot

Veteran's Scale Armor +2

Feet Slot

Tattoo Slot

Ki Slot

Other Equipment

Holy Symbol  
Adventurer's Kit  
Potion of Healing (heroic tier)

Total Weight (lbs.)

100

Coins and Other Wealth

5 Platinum, 85 Gold

Carrying Capacity (lbs.)

Normal 130

Heavy 260

Max 650



### Melee Basic Attack

At-Will ♦ Standard action

**Anointed Mace** **Mace +2:** +10 vs. AC, 1d8+3 damage

**Melee** weapon **Target:** One creature

*You resort to the simple attack you learned when you first picked up a melee weapon.*

**Keyword:** Weapon

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+1) damage.

**Level 21:** 2[W] + Str modifier (+1) damage.

Additional Effects

+1 item bonus to attack rolls against undead creatures - Anointed Mace +2.

### Ranged Basic Attack

At-Will ♦ Standard action

**Unarmed:** +4 vs. AC, 1d4 damage

**Ranged** weapon **Target:** One creature

*You resort to the simple attack you learned when you first picked up a ranged weapon.*

**Keyword:** Weapon

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dex modifier (+0) damage.

**Level 21:** 2[W] + Dex modifier (+0) damage.

Additional Effects

### Heroic Effort

Encounter ♦ No Action

**Personal**

*Your grim focus and unbridled energy means that failure is not an option.*

**Trigger:** You miss with an attack or fail a saving throw.

**Effect:** You gain a +4 racial bonus to the attack roll or the saving throw.

Additional Effects

Human Racial Power Used ☐

### Smite Undead

Encounter ♦ Standard action

**Anointed Mace** **Mace +2:** +14 vs. Will, 2d8+7 damage

**Melee** weapon **Target:** One undead creature

*You scorch an undead foe with your weapon, driving it back and then binding it in place.*

**Keywords:** Channel Divinity, Divine, Radiant, Weapon

**Attack:** Wisdom vs. Will

**Hit:** 2[W] + Wis modifier (+5) radiant damage, and you push the target a number of squares up to 3 + your Con modifier (+3). The target is immobilized until the end of your next turn.

**Miss:** Half damage.

**Special:** You can use only one channel divinity power encounter.

Additional Effects

+1 item bonus to attack rolls against undead creatures - Anointed Mace +2.

Cleric Attack Used ☐

### Soothing Light

Encounter ♦ Minor Action

**Close** burst 2 **Target:** You or one ally in the burst

*Under the light of the sun, all ills fade. Your devotion gives your ally the vigor needed to persevere.*

**Keywords:** Channel Divinity, Divine

**Effect:** The target makes a saving throw with a +2 power bonus.

**Special:** You can use only one channel divinity power per encounter.

Additional Effects

Cleric Utility 1 Used ☐

### Blessing of Battle

At-Will ♦ Standard action

**Anointed Mace** **Mace +2:** +14 vs. AC, 1d8+7 damage

**Melee** weapon **Target:** One creature

*As you surge into battle, you invoke a minor defensive prayer to fortify yourself or an ally.*

**Keywords:** Divine, Weapon

**Attack:** Wisdom vs. AC

**Hit:** 1[W] + Wis modifier (+5) 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 Con modifier (+3).

Additional Effects

+1 item bonus to attack rolls against undead creatures - Anointed Mace +2.

Cleric Attack 1

### Brand of the Sun

At-Will ♦ Standard action

**Anointed Mace** **Mace +2:** +14 vs. AC, 1d8+7 damage

**Melee** weapon **Target:** One creature

*Your weapon burns like a star as you draw upon the power of the sun to smite your foe and bolster an ally.*

**Keywords:** Divine, Radiant, Weapon

**Attack:** Wisdom vs. AC

**Hit:** 1[W] + Wis modifier (+5) radiant damage.

**Effect:** You or one ally within 5 squares of you can make a saving throw.

Additional Effects

+1 item bonus to attack rolls against undead creatures - Anointed Mace +2.

Cleric Attack 1

### Sun's Glow

At-Will ♦ Minor Action

**Melee** 1 **Target:** One object or unoccupied square

*You place an incandescent mote of sunlight upon a nearby object.*

**Keyword:** Divine

**Effect:** The target sheds bright light that fills its space and squares within 4 squares of it. The light lasts for 1 hour, until you use this power again, or until you end the light as a free action.

Additional Effects

Cleric Attack 1

### Sun Burst

Encounter ♦ Standard action

**Anointed Mace** **Mace +2:** +14 vs. AC, 1d8+7 damage

**Melee** weapon **Target:** One creature

*Light erupts from your weapon, scalding your foe while your allies draw strength from the brilliant glow.*

**Keywords:** Divine, Radiant, Weapon

**Attack:** Wisdom vs. AC

**Hit:** 1[W] + Wis modifier (+5) radiant damage.

**Effect:** You and each ally within 5 squares of you gain 5 temporary hit points and can make a saving throw.

Additional Effects

+1 item bonus to attack rolls against undead creatures - Anointed Mace +2.

Cleric Attack 1 Used ☐







### Shield of Deflection Heavy...

Arms Slot Item ♦ Level 2

**Armor Bonus:** 2

**Check:** -2

**Property:** You gain resist 2 to all damage from ranged attacks and area attacks.

### Potion of Healing (heroic tier)

Potion ♦ Level 5

**Power (Consumable \* Healing):** Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

### Anointed Mace Mace +2

Weapon ♦ Level 8

**Damage:** 1d8

**Proficiency Bonus:** 2

**Properties:** Versatile

**Enhancement:** +2 attack rolls and damage rolls

**Critical:** +2d6 radiant damage

**Property:** You gain a +1 item bonus to attack rolls against undead creatures with this weapon.

Whenever you reduce an enemy to 0 or fewer hit points with this weapon, a bloodied ally of your choice within 5 squares of you regains hit points equal to this weapon's enhancement bonus. If you are bloodied, you can choose to regain the hit points instead of the ally.

### Veteran's Scale Armor +2

Armor ♦ Level 7

**Armor Bonus:** 8

**Speed:** -1

**Enhancement:** +2 AC

**Property:** When you spend an action point, you gain a +1 item bonus to all attack rolls and defenses until the end of your next turn.

### Collar of Recovery +2

Neck Slot Item ♦ Level 9

**Enhancement:** +2 Fortitude, Reflex, and Will

**Property:** Gain extra hit points equal to this item's enhancement bonus when you spend a healing surge to regain hit points.

### Gloves of Grace (heroic tier)

Hands Slot Item ♦ Level 5

**Power (Daily):** Minor Action. An ally adjacent to you makes a saving throw.

### Belt of Vigor (heroic tier)

Waist Slot Item ♦ Level 2

**Property:** You gain a +1 item bonus to your healing surge value.