

# DUNGEONS & DRAGONS

## Character Sheet

Player Name /RPGA Number

11

Level

Owen Redgate

Lawful Good Male Human Warpriest

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

26000

Total XP Next Level at: 39000

### Defenses

27 AC

25 FORT

24 REF

28 WILL

Conditional Bonuses:

### Hit Points

Max HP (Bloodied 39) 78

Temp HP

Current Hit Points

### Healing Surges

Surge Value Surges/day

20

10

Surges Left

Current Conditions:

### Combat Statistics and Senses

Initiative

6

Conditional Modifiers

Speed

6

Special Movement

Passive Insight

26

Passive Perception

21

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 5 Fire, Resist 5 Necrotic, Resist 2 Ranged, Resist 2 Area

### Current Conditions and Effects

### Basic Attacks

#### Melee

Vicious Mace +3

14

Strength vs. AC

1d8+5

Damage

#### Ranged

Unarmed

6

Dexterity vs. AC

1d4+1

Damage

### Language(s) known

Common, Supernal

### Portrait



Ability	Score	Check
<b>STR</b> Strength	14	7
<b>CON</b> Constitution	16	8
<b>DEX</b> Dexterity	12	6
<b>INT</b> Intelligence	11	5
<b>WIS</b> Wisdom	22	11
<b>CHA</b> Charisma	12	6

### Skills

Skill	Assoc. Ability	Trained	Score
Acrobatics	Dexterity		4
Arcana	Intelligence		5
Athletics	Strength		5
Bluff	Charisma		6
Diplomacy	Charisma	✓	11
Dungeoneering	Wisdom		11
Endurance	Constitution		6
Heal	Wisdom	✓	16
History	Intelligence	✓	10
Insight	Wisdom	✓	16
Intimidate	Charisma		6
Nature	Wisdom		11
Perception	Wisdom		11
Religion	Intelligence	✓	12
Stealth	Dexterity		4
Streetwise	Charisma		6
Thievery	Dexterity		4

# 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.

### Transcendent Blessing

You learn the Supernal language. You also gain a benefit associated with your domain.

### Transcendent Blessing (Sun)

When you use brand of the sun, the saving throw is made with a +2 power bonus.

### Devout Action

You gain a benefit associated with your domain.

### Devout Action (Sun)

Spend action point for an action: bloodied allies (self included) within 5 sq. regain hp equal to 5 + your Wis mod

## 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.

### Improved Defenses

+1/2/3 bonus (by tier) to Fortitude, Reflex, and Will.

### Action Recovery

Gain extra saving throws by spending action point



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

Amulet of Protection +3

Arm Slot

Hand Slot

Gloves of Grace (heroic tier)

Ring Slot

Ring Slot

Off Hand Slot

Shield of Deflection Heavy...

Main Hand

Waist Slot

Belt of Vigor (heroic tier)

Body Slot

Black Iron Drakescale...

Feet Slot

Tattoo Slot

Ki Slot

Other Equipment

Holy Symbol  
Adventurer's Kit  
Potion of Vitality (paragon tier)

Total Weight (lbs.)

100

Coins and Other Wealth

20 Platinum, 35 Gold

Carrying Capacity (lbs.)

Normal 140

Heavy 280

Max 700

### Melee Basic Attack

At-Will ♦ Standard action

**Vicious Mace +3:** +14 vs. AC, 1d8+5 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 (+2) damage.

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

Additional Effects

### Ranged Basic Attack

At-Will ♦ Standard action

**Unarmed:** +6 vs. AC, 1d4+1 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 (+1) damage.

**Level 21:** 2[W] + Dex modifier (+1) 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

### Smite Undead

Encounter ♦ Standard action

**Vicious Mace +3:** +18 vs. Will, 3d8+9 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 (+6) 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.

**Level 11:** 3[W] + Wis modifier (+6) radiant damage.

**Miss:** Half damage.

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

Additional Effects

### 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

### Blessing of Battle

At-Will ♦ Standard action

**Vicious Mace +3:** +18 vs. AC, 1d8+9 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 (+6) 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

### Brand of the Sun

At-Will ♦ Standard action

**Vicious Mace +3:** +18 vs. AC, 1d8+9 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 (+6) radiant damage.

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

**Transcendent Blessing (Sun):** When you use brand of the sun, the saving throw is made with a +2 power bonus.

Additional Effects

### 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

### Sun Burst

Encounter ♦ Standard action

**Vicious Mace +3:** +18 vs. AC, 1d8+9 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 (+6) 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







**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.

**Blade Barrier**  
Daily ♦ Standard action

**Area** wall 5 within 10 squares  
*A barrier of whirling blades appears, slashing at those who come too close or try to pass through.*  
**Keywords:** Conjunction, Divine, Implement  
**Effect:** You conjure a wall of contiguous squares filled with spinning blades of astral energy that lasts until the end of your next turn. The wall can be up to 5 squares long and up to 2 squares high. The spaces occupied by the blade barrier are difficult terrain.  
If a creature enters the barrier's space or starts its turn there, it takes 3d6 + Wis modifier (+6) damage plus ongoing 5 damage (save ends).  
**Sustain Minor:** The barrier persists.

Additional Effects

Cleric Attack 9

Used ☐

**Battle Surge**  
Daily ♦ Standard action

**Unarmed:** +5 vs. , damage  
**Close burst** 5 **Target:** You and each ally in the burst  
*You turn the tide of battle by healing allies near you and filling them with courage.*  
**Keywords:** Divine, Healing  
**Effect:** Each target regains hit points as if he or she had spent a healing surge. In addition, each target gains a +2 power bonus to attack rolls until the end of your next turn.

Additional Effects

Cleric Utility 10

Used ☐

**Vicious Mace +3**  
Weapon ♦ Level 12

**Damage:** 1d8  
**Proficiency Bonus:** 2  
**Properties:** Versatile  
**Enhancement:** +3 attack rolls and damage rolls  
**Critical:** +3d12 damage

**Amulet of Protection +3**  
Neck Slot Item ♦ Level 11

**Enhancement:** +3 Fortitude, Reflex, and Will

**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.

**Potion of Vitality (paragon...)**  
Potion ♦ Level 15

**Power (Consumable \* Healing):** Minor Action. Drink the potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 25 hit points and make one saving throw against an effect that a save can end.

**Black Iron Drakescale...**  
Armor ♦ Level 9

**Armor Bonus:** 8  
**Speed:** -1  
**Enhancement:** +2 AC  
**Property:** You gain resist 5 fire and resist 5 necrotic.