

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

C2 Pregenerated Character

6

Level

Zinethar the Wise

male Half-Elf Cleric (Warpriest)

20 5'7" 160 lb. Medium Kord
Age Height Weight Size Deity

7500

Total XP 10000

Defenses

24 AC	22 FORT	18 REF	21 WILL
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Conditional Bonuses

+2 Saving Throws against fear effects

Hit Points

Max HP (Bloodied 28) 57	Temp HP
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Current Hit Points

Healing Surges

Surge Value	Surges/Day
14	12

Current Conditions:

Combat Statistics and Senses

Initiative	3
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Conditional Modifiers:

Speed	5
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Special Movement:

Passive Insight	28
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Passive Perception	17
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Special Senses: Low-light

Action Points

Action Points	Milestones	Action Points
<input type="text"/>	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
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+2 Saving Throws against fear effects

Resistances/Vulnerabilities

Resist 5 Lightning, Resist 5 Thunder

Current Conditions and Effects

Basic Attacks

Melee

Lightning Bastard sword +1

9	1d10+2
Strength vs. AC	Damage

Ranged

Unarmed

3	1d4
Dexterity vs. AC	Damage

Languages

Common, Elven, Primordial



Abilities

Ability	Score	Check
STR Strength	12	4
CON Constitution	20	8
DEX Dexterity	11	3
INT Intelligence	8	2
WIS Wisdom	18	7
CHA Charisma	10	3

Skills

Skill	Proficiency	Score
Acrobatics	Dexterity	1
Arcana	Intelligence ✓	7
Athletics	Strength	1
Bluff	Charisma	3
Diplomacy	Charisma	5
Dungeoneering	Wisdom	7
Endurance	Constitution	5
Heal	Wisdom ✓	12
History	Intelligence	2
Insight	Wisdom ✓	18
Intimidate	Charisma	3
Nature	Wisdom	7
Perception	Wisdom	7
Religion	Intelligence ✓	9
Stealth	Dexterity	0
Streetwise	Charisma	3
Thievery	Dexterity	0



Character Details

Background

Cormyr (General)

Theme

Ordained Priest

Mannerisms and Appearance

Personality Traits

Adventuring Company

Inverness Invaders

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Amulet of Protection +2

Arms

Hands

Rings

Rings

Off Hand

Heavy Shield

Main Hand

Lightning Bastard sword +1

Waist

Armor

Veteran's Finemail +2

Feet

Acrobat Boots (heroic tier)

Tattoo

Ki Focus

Other Equipment

Adventurer's Kit
Climber's Kit
Alchemist's Fire (level 6)

Total Weight (lbs.)

105

Carrying Capacity (lbs.)

Treasure

18 gp

Normal

120

Heavy

240

Max

600

C2 Pregenerated Character

Zinethar the Wise

Player Name

Character Name



Racial Features

Dual Heritage

Count as elf, half-elf, and human for choosing feats.

Group Diplomacy

Allies within 10 get +1 to Diplomacy.

Half-Elf Power Selection

Select an option for your half-elf character.

Knack for Success

You have the knack for success power

Class/Other Features

Ordained Priest Starting Feature

Gain smiting symbol or shining symbol

Storm Domain Features and Powers

+resist 5 lightning, +resist 5 thunder, healing word target gains +2/4/6 (by tier) to next damage roll

Level 5 Storm Domain Feature

1 enemy adjacent to the target of your healing word takes thunder damage equal to your Constitution modifier

Ordained Priest Level 5 Feature

Gain +2 power bonus to Religion, Insight

Feats

Weapon Proficiency (Bastard sword)

Gain proficiency with the Bastard sword.

Heavy Blade Expertise

When wielding a heavy blade: +1/2/3 (by tier) to attack, +2 all defenses vs. opportunity attacks

Storm Sacrifice

Gain storm sacrifice power.

Improved Defenses

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

Zinethar the Wise

Level 6 Half-Elf Cleric (Warpriest)

	SCORE	ABILITY	MOD	
HP	12	STR	1	AC
57				24
	20	CON	5	Fort
				22
Spd	11	DEX	0	
5				Ref
	8	INT	-1	18
Init	18	WIS	4	Will
+3	10	CHA	0	21

28 Passive Insight

17 Passive Perception

Player Name: C2 Pregenerated Character

Skills

Acrobatics	Dexterity	1
Arcana	Intelligence	• 7
Athletics	Strength	1
Bluff	Charisma	3
Diplomacy	Charisma	5
Dungeoneering	Wisdom	7
Endurance	Constitution	5
Heal	Wisdom	• 12
History	Intelligence	2
Insight	Wisdom	• 18
Intimidate	Charisma	3
Nature	Wisdom	7
Perception	Wisdom	7
Religion	Intelligence	• 9
Stealth	Dexterity	0
Streetwise	Charisma	3
Thievery	Dexterity	0

• indicates a trained skill.

Action Point

Base action points: 1

Veteran's Armor +2: 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.



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

Melee Basic Attack

At-Will ♦ Standard Action

Lightning Bastard sword +1: +9 vs. AC, 1d10+2 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

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +3 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

Basic Attack

Blessing of Wrath

At-Will ♦ Standard Action

Lightning Bastard sword +1: +12 vs. AC, 1d10+5 damage

Melee weapon **Target:** One creature

As you smash your foe with your weapon, you invoke your divine magic, and the weapon of one of your allies flares with power.

Keywords: Divine, Weapon

Attack: Wisdom vs. AC

Hit: 1[W] + Wis modifier (+4) damage.

Effect: You or one ally within 5 squares of you gains a power bonus to his or her next damage roll against the target before the end of your next turn. The bonus equals your Con modifier (+5).

Additional Effects

Cleric Attack 1

Storm Hammer

At-Will ♦ Standard Action

Lightning Bastard sword +1: +12 vs. Fortitude, 1d10+5 damage

Melee weapon **Target:** One creature

You call out the litanies of the cleansing storm as rage overcomes you. Divine winds swirl around you, and with each strike, thunder and lightning explode from your weapon.

Keywords: Divine, Lightning, Thunder, Weapon

Attack: Wisdom vs. Fortitude

Hit: 1[W] + Wis modifier (+4) lightning and thunder damage.

Special: When charging, you can use this power in place of a melee basic attack.

Additional Effects

Cleric Attack 1

Smite Undead

Encounter ♦ Standard Action

Lightning Bastard sword +1: +12 vs. Will, 2d10+5 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 (+4) radiant damage, and you push the target a number of squares up to 3 + your Con modifier (+5). The target is immobilized until the end of your next turn.

Miss: Half damage.

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

Additional Effects

Cleric Attack

Used

Smiting Symbol

Encounter ♦ Standard Action

Lightning Bastard sword +1: +13 vs. AC, 1d10+6 damage

Melee weapon **Target:** One enemy

The power of your deity shields a nearby ally while you smite the foe.

Keywords: Divine, Weapon

Attack: Highest ability modifier vs. AC

Hit: 1[W] + highest ability modifier damage.

Effect: Choose one ally within 3 squares of you. That ally gains a +2 bonus to all defenses until the end of your next turn. He or she also gains temporary hit points equal to 3 + one-half your level.

Additional Effects

Ordained Priest Attack

Used

Thundering Steel

Encounter ♦ Standard Action

Lightning Bastard sword +1: +12 vs. AC, 2d10+5 damage

Melee weapon **Target:** One creature

With a prayer to the storm god, you imbue your weapon with the power of thunder. As you strike, a thunderclap rumbles across the battlefield.

Keywords: Divine, Thunder, Weapon

Attack: Wisdom vs. AC

Hit: 2[W] + Wis modifier (+4) thunder damage.

Effect: The next time you or an ally hits the target before the start of your next turn, the target takes 3 extra thunder damage.

Additional Effects

Cleric Attack 1 Used

Hammering Wind

Encounter ♦ Standard Action

Lightning Bastard sword +1: +12 vs. AC, 1d10+5 damage

Melee weapon **Target:** One enemy

A strong wind reinforces your thunderous weapon attack, slamming a foe backward and to the ground while ushering your allies into position.

Keywords: Divine, Thunder, Weapon

Attack: Wisdom vs. AC

Hit: 1[W] + Wis modifier (+4) thunder damage, and you can push the target 1 square and knock it prone.

Effect: You slide each ally within 3 squares of you up to 2 squares.

Additional Effects

Cleric Attack 3 Used

Levy of Judgment

Daily ♦ Standard Action

Lightning Bastard sword +1: +12 vs. AC, 2d10+5 damage

Melee weapon **Target:** One creature

Divine energy crackles from your weapon as you deliver punishing judgment upon your enemy.

Keywords: Divine, Radiant, Weapon

Attack: Wisdom vs. AC

Hit: 2[W] + Wis modifier (+4) radiant damage.

Miss: Half damage.

Effect: Once before the end of the encounter, when an ally misses the target with an attack roll, you can use a free action to let that ally reroll the attack roll.

Additional Effects

Cleric Attack 1 Used

Inspire Fervor

Daily ♦ Standard Action

Lightning Bastard sword +1: +12 vs. AC, 2d10+5 damage

Melee weapon **Target:** One creature

Your attack allows your allies to move into more advantageous positions.

Keywords: Divine, Radiant, Weapon

Attack: Wisdom vs. AC

Hit: 2[W] + Wis modifier (+4) radiant damage.

Miss: Half damage.

Effect: Each ally within 2 squares of you can shift up to 2 squares as a free action. Any ally who ends this shift adjacent to the target can make a melee basic attack against it as a free action.

Additional Effects

Cleric Attack 5 Used

Healing Word

Encounter (Special) ♦ Minor Action

Close burst 5 (10 at 11th level, 15 at 21st level) **Target:** You or one ally in the burst

You utter a soothing word that mends wounds of the body and spirit.

Keyword: Healing

Effect: The target can spend a healing surge and regain 1d6 additional hit points.
Level 6: 2d6 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.

Storm Domain Features and Powers: The target also gains a +2 power bonus to the next damage roll he or she makes before the end of his or her next turn.

Additional Effects

Cleric Utility Used

Knack for Success

Encounter ♦ Minor Action

Close burst 5 **Target:** You or one ally in the burst

Your mere presence is enough to tip the balance of fortune for you and your allies.

Effect: Choose one of the following.

- * The target makes a saving throw.
- * The target shifts up to 2 squares as a free action.
- * The target gains a +2 power bonus to his or her next attack roll made before the end of his or her next turn.
- * The target gains a +4 power bonus to his or her next skill check made before the end of his or her next turn.

Additional Effects

Half-Elf Racial Power Used

Storm Sacrifice

Encounter ♦ Minor Action

Ranged 10 **Target:** One creature

Keyword: Divine

Channel Divinity: You can use only one channel divinity power per encounter

Effect: You gain vulnerable 5 lightning and vulnerable 5 thunder. If the target has no lightning or thunder resistance, it gains vulnerable 5 lightning and vulnerable 5 thunder. If it has lightning or thunder resistance, it loses that resistance. These effects last until the end of your next turn.

Additional Effects

Feat Utility Used

Storm Surge

Encounter ♦ Minor Action

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

Crackles of lightning dance along the weapon you bless, ready to unleash a surge of power.

Keywords: Channel Divinity, Divine

Effect: The next time the target makes a damage roll for a melee weapon attack before the end of your next turn, the target deals 4 extra lightning damage.

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

Additional Effects

Cleric Utility Used

Create Water

Encounter ♦ Minor Action

Melee 1 **Target:** One empty cup, flask, or similar container that can hold up to 1 gallon of liquid

A cool breeze washes over you as a thick, magical mist fills a vessel with water.

Keyword: Divine

Effect: You cause the container to fill with fresh, potable water.

Additional Effects

Cleric Utility 1 Used

Holy Cleansing

Daily ♦ Minor Action

Close burst 5 **Target:** You or one ally in the burst

You channel healing energy into yourself or an ally, driving out disease and other ills.

Keyword: Divine

Effect: The target makes a saving throw with a +5 power bonus against each effect on him or her that a save can end. In addition, if the target suffers from a disease, he or she can spend a healing surge to improve the disease by 2 stages. The target regains no hit points for spending the healing surge. If the target is subject to a petrifying effect, that effect ends but the target loses any remaining healing surges.

Additional Effects

Cleric Utility Used

Resurgent Strength

Daily ♦ Minor Action

Close burst 3 **Target:** You or one ally in the burst

This healing prayer staunches wounds while also providing your ally with energy to redouble an attack.

Keywords: Divine, Healing

Effect: The target can spend a healing surge. In addition, the target gains a +4 power bonus to damage rolls until the end of your next turn.

Additional Effects

Cleric Utility 2 Used

Light of Revelation

Daily ♦ Minor Action

Close burst 1 **Target:** You and each ally in the burst

You call forth a mote of divine light that reveals and scours your foes.

Keywords: Divine, Radiant, Zone

Effect: Each target gains a +5 power bonus to Insight checks and Perception checks until the end of your next turn. The burst also creates a zone of bright light that lasts until the end of your next turn. When any enemy in the zone makes an attack, that enemy takes 5 radiant damage.

Sustain Minor: The zone persists until the end of your next turn.

Additional Effects

Cleric Utility 6 Used

Magic Holy Symbol +1

Holy Symbol ♦ Level 1

Enhancement: +1 attack rolls and damage rolls

Critical: +1d6 damage

Amulet of Protection +2

Neck Slot Item ♦ Level 6

Enhancement: +2 Fortitude, Reflex, and Will

Alchemist's Fire (level 6)

Alchemical ♦ Level 6

Power

Power (Consumable * Fire): Standard Action. Make an attack: Area burst 1 within 10; +9 vs. Reflex; on a hit, deal 2d6 fire damage; on a miss, deal half damage.

Lightning Bastard sword +1

Weapon ♦ Level 5

Damage: 1d10

Proficiency Bonus: 3

Properties: Versatile

Enhancement: +1 attack rolls and damage rolls

Critical: +1d6 lightning damage

Powers

Power (At-Will • Lightning): Free Action. All damage dealt by this weapon is lightning damage. Another free action returns the damage to normal.

Power (Daily • Lightning): Free Action. Use this power when you hit with the weapon. The target and each enemy within 2 squares of the target take 1d6 lightning damage.

Veteran's Finemail +2

Armor ♦ Level 7

Armor Bonus: 7

Check: -1

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.

Acrobat Boots (heroic tier)

Feet Slot Item ♦ Level 2

Property

You gain a +1 item bonus to Acrobatics checks.

Power

Power (At-Will): Minor Action. You stand up from prone.