Character Sheet

Zinethar the Wise

male Half-Elf Cleric (Warpriest) 20

5'7" Medium 160 lb. Age Height Weight

Kord Deity

7500 Total XP 10000

Defenses







57



Temp HP

Conditional Bonuses

Hit Points

(Bloodied 28)

Current Hit Points

Healing Surges

Current Conditions:

Surges/Day

12

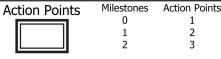
Surge Value

14

Max HP

+2 Saving Throws against fear effects

Action Points



Effect: Gain a standard action this turn.

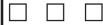
Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

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

Death Saving Throw Failures



Saving Throw Mods

+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

1d10 + 2

Damage

0

Strength vs. AC

Ranged

Unarmed

3 Dexterity vs. AC

1d4 Damage

Languages

Common, Elven, Primordial



Abilities

		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

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

Combat Statistics and Senses

3 **Initiative**

Conditional Modifiers:

5 Speed Special Movement:

28 Passive Insight

17 Passive Perception

Special Senses: Low-light C2 Pregenrated Character

Zinethar the Wise Character Name

Player Name



Character Details	Equipment	
Background	Head	
Cormyr (General)		Neck
Theme		Amulet of Protection +2
Ordained Priest	Arms	Hands
Mannerisms and Appearance		
Mannerisms and Appearance	Rings	Rings
	0.00	** 1
		Hand vy Shield
Personality Traits	Main Hand	Waist
	Lightning Bastard sword +1	Transc
		Armor
		Veteran's Finemail +2
Adventuring Company		Tattoo
Inverness Invaders	Feet	
	Acrobat Boots (heroic tier)	Ki Focus
	Other Equipment	
Companions and Allies	Adventurer's Kit	
	Climber's Kit Alchemist's Fire (level 6)	
Session and Campaign Notes		
Other Notes		
	Total Weight (lbs.)	Carrying Capacity
	Total Weight (1955.)	(lbs.)
	Treasure	Normal 120
	18 gp	
		Heavy 240
	[] [Max 600

C2 Pregenrated Character

Zinethar the Wise

Character Name

Player Name

Racial Features

Dual Heritage

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

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: $\pm 1/2/3$ (by tier) to attack, ± 2 all defenses vs. opportunity attacks

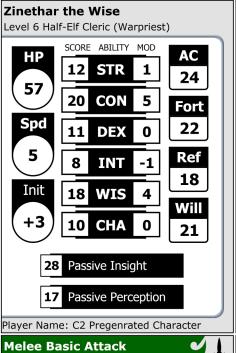
Storm Sacrifice

Gain storm sacrifice power.

Improved Defenses

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





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)

Additional Effects

Basic Attack

damage.

Storm Hammer At-Will ♦ Standard Action

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

Target: One Melee weapon 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

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.

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

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

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 vour 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

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

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

Used ☐ Ordained Priest Attack

Used □

Encounter ◆ Standard Action Encounter • Standard Action Lightning Bastard sword +1: +12 vs. AC, Lightning Bastard sword +1: +12 vs. AC, Lightning Bastard sword +1: +12 vs. AC, 2d10+5 damage 1d10+5 damage 2d10+5 damage Melee weapon Target: One Melee weapon Target: One Target: One enemy Melee weapon creature creature A strong wind reinforces your thunderous weapon attack, slamming a foe backward and Divine energy crackles from your weapon as With a prayer to the storm god, you imbue your weapon with the power of thunder. As to the ground while ushering your allies into you deliver punishing judgment upon your you strike, a thunderclap rumbles across the position. battlefield. Keywords: Divine, Radiant, Weapon **Keywords:** Divine, Thunder, Weapon **Keywords:** Divine, Thunder, Weapon Attack: Wisdom vs. AC Attack: Wisdom vs. AC Attack: Wisdom vs. AC Hit: 2[W] + Wis modifier (+4) radiant damage. Hit: 1[W] + Wis modifier (+4) thunder Hit: 2[W] + Wis modifier (+4) thunder damage, and you can push the target 1 Miss: Half damage. square and knock it prone. Effect: Once before the end of the encounter, Effect: You slide each ally within 3 squares when an ally misses the target with an attack Effect: The next time you or an ally hits the of you up to 2 squares. roll, you can use a free action to let that ally target before the start of your next turn, the reroll the attack roll. target takes 3 extra thunder damage. Additional Effects Additional Effects Additional Effects Cleric Attack 1 Used ☐ Cleric Attack 3 Used ☐ Cleric Attack 1 Used □ **Healing Word Inspire Fervor Knack for Success** Encounter + Minor Action Daily ♦ Standard Action Encounter (Special) ◆ Minor Action Lightning Bastard sword +1: +12 vs. AC, Close burst 5 (10 at Target: You or one Close burst 5 Target: You or one 2d10+5 damage ally in the burst 11th level, 15 at 21st ally in the burst Melee weapon Target: One level) Your mere presence is enough to tip the creature You utter a soothing word that mends wounds of balance of fortune for you and your allies. the body and spirit. Your attack allows your allies to move into **Effect:** Choose one of the following. more advantageous positions. Keyword: Healing * The target makes a saving throw. Keywords: Divine, Radiant, Weapon Effect: The target can spend a healing surge and * The target shifts up to 2 squares as a regain 1d6 additional hit points. Attack: Wisdom vs. AC free action. Level 6: 2d6 additional hit points. * The target gains a +2 power bonus to his Hit: 2[W] + Wis modifier (+4) radiant damage. Special: You can use this power twice per or her next attack roll made before the end of Miss: Half damage. encounter, but only once per round. At 16th level, his or her next turn. you can use this power three times per encounter. * The target gains a +4 power bonus to his Effect: Each ally within 2 squares of you can Storm Domain Features and Powers: The target or her next skill check made before the end shift up to 2 squares as a free action. Any ally also gains a +2 power bonus to the next damage of his or her next turn. who ends this shift adjacent to the target can roll he or she makes before the end of his or her make a melee basic attack against it as a free next turn. action. Additional Effects Additional Effects Additional Effects Cleric Attack 5 Used Cleric Utility Used □ □ Half-Elf Racial Power Used □ **Storm Sacrifice Create Water** Storm Surge Encounter ◆ Minor Action Encounter • Minor Action Encounter • Minor Action Ranged 10 Target: One Close burst 2 Target: You or one Melee 1 Target: One empty creature ally in the burst cup, flask, or similar container that can Crackles of lightning dance along the weapon Keyword: Divine hold up to 1 gallon you bless, ready to unleash a surge of power. Channel Divinity: You can use only one of liquid channel divinity power per encounter Keywords: Channel Divinity, Divine A cool breeze washes over you as a thick, Effect: You gain vulnerable 5 lightning and Effect: The next time the target makes a magical mist fills a vessel with water. vulnerable 5 thunder. If the target has no damage roll for a melee weapon attack Keyword: Divine before the end of your next turn, the target lightning or thunder resistance, it gains vulnerable 5 lightning and vulnerable 5 deals 4 extra lightning damage. Effect: You cause the container to fill with thunder. If it has lightning or thunder fresh, potable water. Special: You can use only one channel resistance, it loses that resistance. These divinity power per encounter. effects last until the end of your next turn. Additional Effects Additional Effects Additional Effects

Used ☐ Cleric Utility 1

Used □

Used ☐ Cleric Utility

Hammering Wind

Levy of Judgment

Thundering Steel

Feat Utility

Holy Cleansing

Target: You or one Close burst 5 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

Resurgent Strength

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

Additional Effects

Light of Revelation

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

Used ☐ Cleric Utility 2

Used ☐ Cleric Utility 6

Used □

Magic Holy Symbol +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)

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

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 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)

Property

You gain a +1 item bonus to Acrobatics checks.

Power

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