### **POWER INDEX**

Check the box when the power is used. Clear the box when the power renews.

**ENCOUNTER POWERS** 

DAILY POWERS

**UTILITY POWERS** 

## List your powers below. **AT-WILL POWERS** Sacred Flame Astral Seal

**Bastion of Mental Clarity** 

Hymn of Resurgence

Beacon of Hope Consecrated Ground

Life Transference Bastion of Health

Ritual Book Light Shield (E)

Divine Fortune Healer's Mercy Healing Word **Exacting Utterance** 

#### **MAGIC ITEM INDEX**

List your powers below. Check the box when the power is used.

MAGIC ITEMS	
WEAPON Holy Healer's Mace +1 (E)	
WEAPON Distance Javelin +1	
WEAPON	
WEAPON	
ARMOR Dwarven Chainmail +2 (E)	
ARMS	
FEET	
HANDS	
HEAD	一一
NECK Cloak of the Walking Wounded +1 (E)	一一
RING	一冊
RING	一一
WAIST	〒
Magic Holy Symbol +2 (Off-hand)	ᆏ
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Daily Item Powers Per Day	
Heroic (1-10) Milestone / / /	/
Paragon (11-20) Milestone / / /	
Epic (21-30) Milestone / /	/
RITUALS / ALCHEMY	
Gentle Repose	

# **OTHER EQUIPMENT**

**COINS AND OTHER WEALTH** 

Money on hand: 100 gp Stored money: 0 gp Encumbrance: 59 / 130

**CHARACTER PORTRAIT** 

**PERSONALITY TRAITS** 

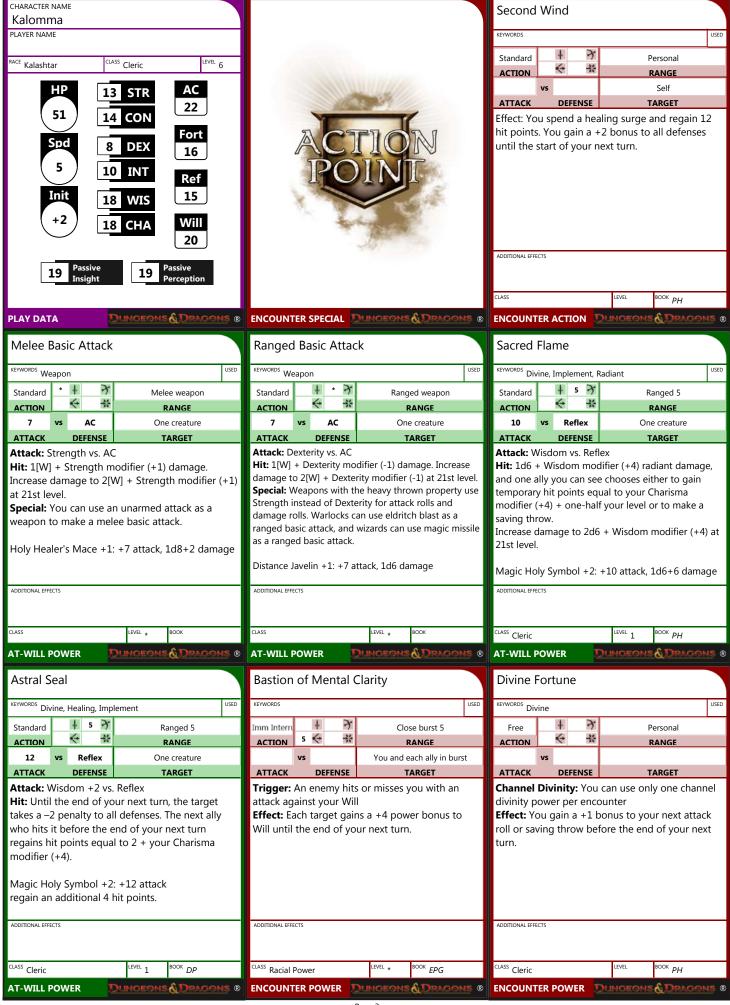
**MANNERISMS AND APPEARANCE** 

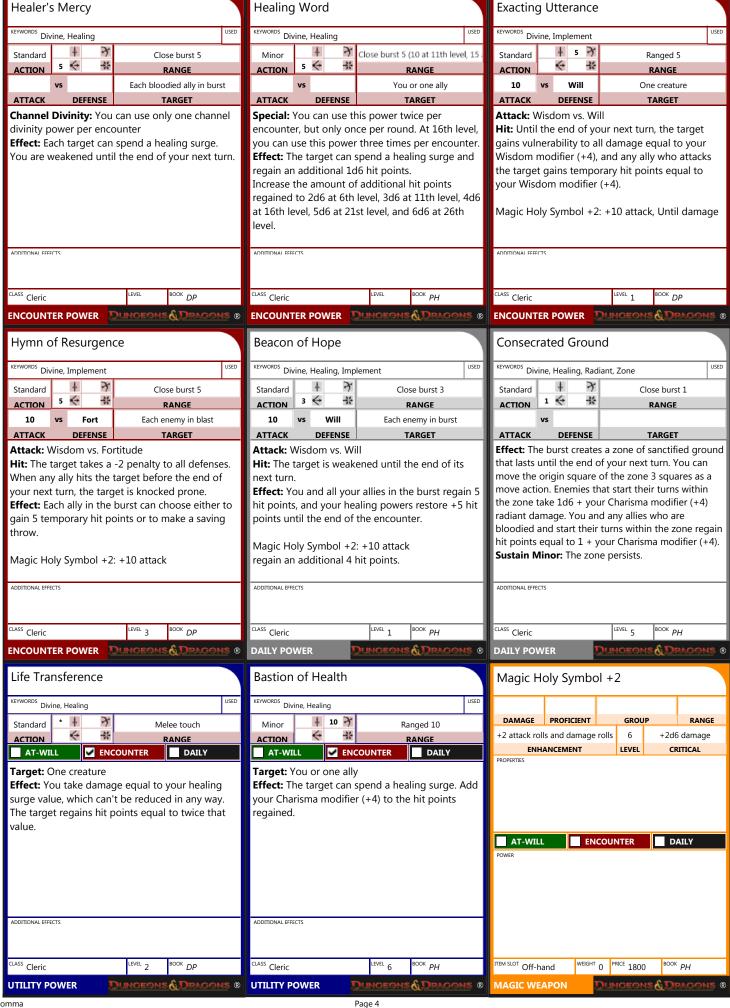
**CHARACTER BACKGROUND** 

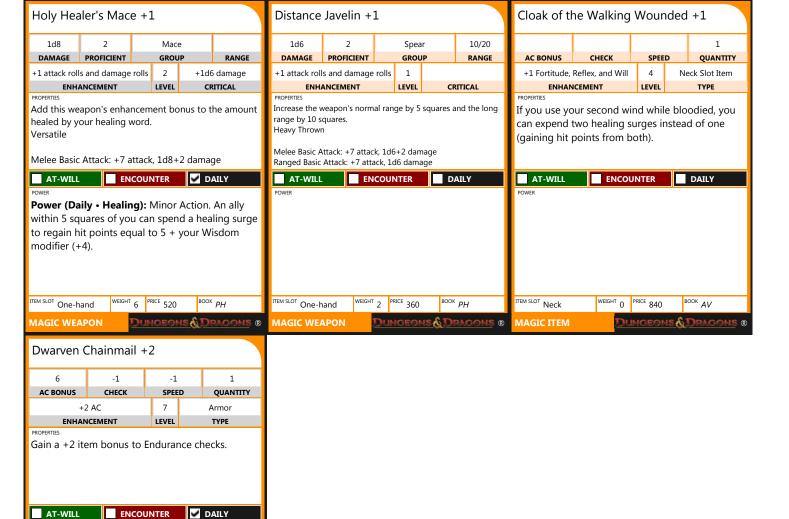
**COMPANIONS AND ALLIES** 

**SESSION AND CAMPAIGN NOTES** 

Kalomma Page 2







Kalomma Page 5

**Power (Daily • Healing):** Free Action. Regain hit points as if you had spent a healing surge.

WEIGHT 40 PRICE 2600

DUNGEONS & DRAGONS ®

ITEM SLOT Body

MAGIC ITEM