

Player Name

Kalomma 6 Cleric  
Character Name Level Class  
Kalashtar Medium 37 Male 5'9" 165 lbs Paragon Path Lawful Good  
Race Size Age Gender Height Weight Alignment Deity  
Epic Destiny Total XP 7,500  
Adventuring Company RPGA Number

### INITIATIVE

| SCORE | DEX | 1/2 LVL | MISC |
|-------|-----|---------|------|
| 2     | -1  | 3       |      |

CONDITIONAL MODIFIERS

### ABILITY SCORES

| SCORE | ABILITY             | ABIL MOD | MOD + 1/2 LVL |
|-------|---------------------|----------|---------------|
| 13    | STR<br>Strength     | 1        | 4             |
| 14    | CON<br>Constitution | 2        | 5             |
| 8     | DEX<br>Dexterity    | -1       | 2             |
| 10    | INT<br>Intelligence | 0        | 3             |
| 18    | WIS<br>Wisdom       | 4        | 7             |
| 18    | CHA<br>Charisma     | 4        | 7             |

### HIT POINTS

| MAX HP | BLOODED | HEALING SURGES |
|--------|---------|----------------|
| 51     | 25      | 12             |
|        | 1/2 HP  | 1/4 HP         |

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

### SKILLS

| BONUS | SKILL NAME    | ABIL MOD + 1/2 LVL | TRND (+5) | ARMOR PENALTY | MISC |
|-------|---------------|--------------------|-----------|---------------|------|
| 1     | Acrobatics    | DEX                | 2         | 0             | -1   |
| 8     | Arcana        | INT                | 3         | 5             | n/a  |
| 3     | Athletics     | STR                | 4         | 0             | -1   |
| 7     | Bluff         | CHA                | 7         | 0             | n/a  |
| 12    | Diplomacy     | CHA                | 7         | 5             | n/a  |
| 7     | Dungeoneering | WIS                | 7         | 0             | n/a  |
| 6     | Endurance     | CON                | 5         | 0             | -1   |
| 12    | Heal          | WIS                | 7         | 5             | n/a  |
| 3     | History       | INT                | 3         | 0             | n/a  |
| 9     | Insight       | WIS                | 7         | 0             | n/a  |
| 7     | Intimidate    | CHA                | 7         | 0             | n/a  |
| 7     | Nature        | WIS                | 7         | 0             | n/a  |
| 9     | Perception    | WIS                | 7         | 0             | n/a  |
| 8     | Religion      | INT                | 3         | 5             | n/a  |
| 1     | Stealth       | DEX                | 2         | 0             | -1   |
| 7     | Streetwise    | CHA                | 7         | 0             | n/a  |
| 1     | Thievery      | DEX                | 2         | 0             | -1   |

### DEFENSES

| SCORE | DEFENSE | 10 + 1/2 LVL | ARMOR/ ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------|---------|--------------|-------------|-------|------|-----|------|------|
| 22    | AC      | 13           | 6           |       |      | 2   | 1    |      |

CONDITIONAL BONUSES

| SCORE | DEFENSE | 10 + 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------|---------|--------------|------|-------|------|-----|------|------|
| 16    | FORT    | 13           | 2    |       |      | 1   |      |      |

CONDITIONAL BONUSES

| SCORE | DEFENSE | 10 + 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------|---------|--------------|------|-------|------|-----|------|------|
| 15    | REF     | 13           |      |       |      | 1   | 1    |      |

CONDITIONAL BONUSES

| SCORE | DEFENSE | 10 + 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------|---------|--------------|------|-------|------|-----|------|------|
| 20    | WILL    | 13           | 4    | 2     |      | 1   |      |      |

CONDITIONAL BONUSES

### ACTION POINTS

| Action Points | MILESTONES | ACTION POINTS |
|---------------|------------|---------------|
|               | 0          | 1             |
|               | 1          | 2             |
|               | 2          | 3             |

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### RACE FEATURES

**Dual Soul** - Make saves vs. dazed and dominated at the start of your turn instead of the end.

**Bastion of Mental Clarity** - You have the bastion of mental clarity power.

**Telepathy 5** - Two way telepathic communication within 5.

**Insight Bonus**

**Perception Bonus**

### CLASS / PATH / DESTINY FEATURES

**Channel Divinity** - Invoke a channel divinity class feature or other power; encounter.

**Healer's Lore** - Add Wis modifier to hp healed on cleric healing powers.

**Healing Word** - Use healing word as an encounter (special) power; minor action.

**Ritual Casting** - Gain Ritual Caster as a bonus feat.

### LANGUAGES KNOWN

Common

### MOVEMENT

| SCORE | BASE            | ARMOR | ITEM | MISC |
|-------|-----------------|-------|------|------|
| 5     | Speed (Squares) | 6     | -1   |      |

SPECIAL MOVEMENT

### SENSES

| SCORE | PASSIVE SENSE   | BASE | SKILL BONUS |
|-------|-----------------|------|-------------|
| 19    | Passive Insight | 10   | +           |

|    |                    |    |   |
|----|--------------------|----|---|
| 19 | Passive Perception | 10 | + |
|----|--------------------|----|---|

SPECIAL SENSES

telepathy 5

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Holy Healer's Mace +1

| ATT BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC |
|-----------|---------|------|-------|------|------|-----|------|
| + 7       | 3       | 1    |       | 2    |      | 1   |      |

ABILITY: Ranged Basic Attack - Distance Javelin +1

| ATT BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC |
|-----------|---------|------|-------|------|------|-----|------|
| + 7       | 3       | 1    |       | 2    |      | 1   |      |

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Holy Healer's Mace +1

| DAMAGE | ABIL | FEAT | ENH | MISC | MISC |
|--------|------|------|-----|------|------|
| 1d8+2  | 1    |      | 1   |      |      |

ABILITY: Ranged Basic Attack - Distance Javelin +1

| DAMAGE | ABIL | FEAT | ENH | MISC | MISC |
|--------|------|------|-----|------|------|
| 1d6    | -1   |      | 1   |      |      |

### BASIC ATTACKS

| ATTACK | DEFENSE | WEAPON OR POWER             | DAMAGE |
|--------|---------|-----------------------------|--------|
| 7      | vs AC   | Holy Healer's Mace +1       | 1d8+2  |
| 7      | vs AC   | Distance Javelin +1 (Range) | 1d6    |

### FEATS

**Ritual Caster** - Master and perform rituals

**Healer's Implement** - Add holy symbol enhancement bonus to healing powers

**Shield Proficiency (Light)** - Proficiency with light shields

**Implement Expertise (holy symbol)** - +1 to attack rolls with holy symbols

**Durable** - Increase number of healing surges by 2





Healer's Mercy

KEYWORDS

Divine, Healing

USED

Standard

Close burst 5

ACTION

5

RANGE

vs

Each bloodied ally in burst

ATTACK

DEFENSE

TARGET

**Channel Divinity:** You can use only one channel divinity power per encounter  
**Effect:** Each target can spend a healing surge. You are weakened until the end of your next turn.

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

BOOK

DP

ENCOUNTER POWER

DUNGEONS & DRAGONS

Healing Word

KEYWORDS

Divine, Healing

USED

Minor

Close burst 5 (10 at 11th level, 15

ACTION

5

RANGE

vs

You or one ally

ATTACK

DEFENSE

TARGET

**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.  
**Effect:** The target can spend a healing surge and regain an additional 1d6 hit points. Increase the amount of additional hit points regained to 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Exacting Utterance

KEYWORDS

Divine, Implement

USED

Standard

5 Ranged 5

ACTION

RANGE

10

vs

Will

One creature

ATTACK

DEFENSE

TARGET

**Attack:** Wisdom vs. Will  
**Hit:** Until the end of your next turn, the target gains vulnerability to all damage equal to your Wisdom modifier (+4), and any ally who attacks the target gains temporary hit points equal to your Wisdom modifier (+4).

Magic Holy Symbol +2: +10 attack, Until damage

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

1

BOOK

DP

ENCOUNTER POWER

DUNGEONS & DRAGONS

Hymn of Resurgence

KEYWORDS

Divine, Implement

USED

Standard

Close burst 5

ACTION

5

RANGE

10

vs

Fort

Each enemy in blast

ATTACK

DEFENSE

TARGET

**Attack:** Wisdom vs. Fortitude  
**Hit:** The target takes a -2 penalty to all defenses. When any ally hits the target before the end of your next turn, the target is knocked prone.  
**Effect:** Each ally in the burst can choose either to gain 5 temporary hit points or to make a saving throw.

Magic Holy Symbol +2: +10 attack

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

3

BOOK

DP

ENCOUNTER POWER

DUNGEONS & DRAGONS

Beacon of Hope

KEYWORDS

Divine, Healing, Implement

USED

Standard

Close burst 3

ACTION

3

RANGE

10

vs

Will

Each enemy in burst

ATTACK

DEFENSE

TARGET

**Attack:** Wisdom vs. Will  
**Hit:** The target is weakened until the end of its next turn.  
**Effect:** You and all your allies in the burst regain 5 hit points, and your healing powers restore +5 hit points until the end of the encounter.

Magic Holy Symbol +2: +10 attack regain an additional 4 hit points.

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

1

BOOK

PH

DAILY POWER

DUNGEONS & DRAGONS

Consecrated Ground

KEYWORDS

Divine, Healing, Radiant, Zone

USED

Standard

Close burst 1

ACTION

1

RANGE

vs

ATTACK

DEFENSE

TARGET

**Effect:** The burst creates a zone of sanctified ground that lasts until the end of your next turn. You can move the origin square of the zone 3 squares as a move action. Enemies that start their turns within the zone take 1d6 + your Charisma modifier (+4) radiant damage. You and any allies who are bloodied and start their turns within the zone regain hit points equal to 1 + your Charisma modifier (+4).  
**Sustain Minor:** The zone persists.

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

5

BOOK

PH

DAILY POWER

DUNGEONS & DRAGONS

Life Transference

KEYWORDS

Divine, Healing

USED

Standard

Melee touch

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

**Target:** One creature  
**Effect:** You take damage equal to your healing surge value, which can't be reduced in any way. The target regains hit points equal to twice that value.

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

2

BOOK

DP

UTILITY POWER

DUNGEONS & DRAGONS

Bastion of Health

KEYWORDS

Divine, Healing

USED

Minor

10 Ranged 10

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

**Target:** You or one ally  
**Effect:** The target can spend a healing surge. Add your Charisma modifier (+4) to the hit points regained.

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

6

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS

Magic Holy Symbol +2

| DAMAGE                           | PROFICIENT | GROUP       | RANGE    |
|----------------------------------|------------|-------------|----------|
| +2 attack rolls and damage rolls | 6          | +2d6 damage |          |
| ENHANCEMENT                      |            | LEVEL       | CRITICAL |

PROPERTIES

AT-WILLENCOUNTERDAILY

POWER

ITEM SLOT

Off-hand

WEIGHT

0

PRICE

1800

BOOK

PH

MAGIC WEAPON

DUNGEONS & DRAGONS

Holy Healer's Mace +1

|  |            |             |           |
|--|------------|-------------|-----------|
| 1d8  | 2          | Mace        |           |
| DAMAGE   | PROFICIENT | GROUP       | RANGE     |
| +1 attack rolls and damage rolls   | 2          | +1d6 damage |           |
| ENHANCEMENT  | LEVEL      | CRITICAL    |           |
| PROPERTIES   |            |             |           |
| Add this weapon's enhancement bonus to the amount healed by your healing word.   |            |             |           |
| Versatile  |            |             |           |
| Melee Basic Attack: +7 attack, 1d8+2 damage  |            |             |           |
| <div><div><input type="checkbox"/> AT-WILL</div><div><input type="checkbox"/> ENCOUNTER</div><div><input checked="" type="checkbox"/> DAILY</div></div>              |            |             |           |
| POWER  |            |             |           |
| <b>Power (Daily • Healing):</b> Minor Action. An ally within 5 squares of you can spend a healing surge to regain hit points equal to 5 + your Wisdom modifier (+4). |            |             |           |
| ITEM SLOT  | One-hand   | WEIGHT 6    | PRICE 520 |
|  |            | BOOK        | PH        |

MAGIC WEAPON



Distance Javelin +1

|  |            |          |           |
|--|------------|----------|-----------|
| 1d6  | 2          | Spear    | 10/20     |
| DAMAGE   | PROFICIENT | GROUP    | RANGE     |
| +1 attack rolls and damage rolls   | 1          |          |           |
| ENHANCEMENT  | LEVEL      | CRITICAL |           |
| PROPERTIES   |            |          |           |
| Increase the weapon's normal range by 5 squares and the long range by 10 squares.  |            |          |           |
| Heavy Thrown   |            |          |           |
| Melee Basic Attack: +7 attack, 1d6+2 damage  |            |          |           |
| Ranged Basic Attack: +7 attack, 1d6 damage   |            |          |           |
| <div><div><input type="checkbox"/> AT-WILL</div><div><input type="checkbox"/> ENCOUNTER</div><div><input type="checkbox"/> DAILY</div></div> |            |          |           |
| POWER  |            |          |           |
| ITEM SLOT  | One-hand   | WEIGHT 2 | PRICE 360 |
|  |            | BOOK     | PH        |

MAGIC WEAPON



Cloak of the Walking Wounded +1

|  |       |                |           |
|--|-------|----------------|-----------|
|  |       |                | 1         |
| AC BONUS   | CHECK | SPEED          | QUANTITY  |
| +1 Fortitude, Reflex, and Will   | 4     | Neck Slot Item |           |
| ENHANCEMENT  | LEVEL | TYPE           |           |
| PROPERTIES   |       |                |           |
| If you use your second wind while bloodied, you can expend two healing surges instead of one (gaining hit points from both).                 |       |                |           |
| <div><div><input type="checkbox"/> AT-WILL</div><div><input type="checkbox"/> ENCOUNTER</div><div><input type="checkbox"/> DAILY</div></div> |       |                |           |
| POWER  |       |                |           |
| ITEM SLOT  | Neck  | WEIGHT 0       | PRICE 840 |
|  |       | BOOK           | AV        |

MAGIC ITEM



Dwarven Chainmail +2

|   |       |           |            |
|---|-------|-----------|------------|
| 6   | -1    | -1        | 1          |
| AC BONUS  | CHECK | SPEED     | QUANTITY   |
| +2 AC   | 7     | Armor     |            |
| ENHANCEMENT   | LEVEL | TYPE      |            |
| PROPERTIES  |       |           |            |
| Gain a +2 item bonus to Endurance checks.   |       |           |            |
| <div><div><input type="checkbox"/> AT-WILL</div><div><input type="checkbox"/> ENCOUNTER</div><div><input checked="" type="checkbox"/> DAILY</div></div> |       |           |            |
| POWER   |       |           |            |
| <b>Power (Daily • Healing):</b> Free Action. Regain hit points as if you had spent a healing surge.   |       |           |            |
| ITEM SLOT   | Body  | WEIGHT 40 | PRICE 2600 |
|   |       | BOOK      | PH         |

MAGIC ITEM

