

Player Name /RPGA Number

1

Level

**Kildrak**  
 Dwarf Cleric

Age \_\_\_\_\_ Height \_\_\_\_\_ Weight \_\_\_\_\_ Medium Size Moradin Deity

0

Total XP \_\_\_\_\_ Next Level at: 1000

### Defenses

<b>16</b> AC	<b>11</b> FORT	<b>10</b> REF	<b>17</b> WILL
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 Conditional Bonuses:  
 +5 Saving Throws against poison

### Hit Points

<b>Max HP</b> (Bloodied 12) <b>24</b>	Temp HP
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Current Hit Points

### Healing Surges

Surge Value Surges/day

6	8
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Surges Left

Current Conditions:

### Combat Statistics and Senses

**Initiative**

0

Conditional Modifiers:

**Speed**

5

Special Movement:

**Passive Insight**

20

**Passive Perception**

15

Special Senses: Low-light

### Action Points

Action Points Milestones Action Points

<input type="checkbox"/>	0	1
<input type="checkbox"/>	1	2
<input type="checkbox"/>	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

+5 Saving Throws against poison

### Resistances

### Current Conditions and Effects

### Basic Attacks

#### Melee

Warhammer

3

Strength vs. AC

1d10

Damage

#### Ranged

Unarmed

0

Dexterity vs. AC

1d4

Damage

### Languages

Common, Dwarven

### Portrait



### Abilities

Ability	Score	Check
<b>STR</b> Strength	11	0
<b>CON</b> Constitution	12	1
<b>DEX</b> Dexterity	10	0
<b>INT</b> Intelligence	8	-1
<b>WIS</b> Wisdom	20	5
<b>CHA</b> Charisma	14	2

### Skills

Skill	Assoc. Ability	Trained	Score
Acrobatics	Dexterity		-1
Arcana	Intelligence	✓	4
Athletics	Strength		-1
Bluff	Charisma		2
Diplomacy	Charisma		2
Dungeoneering	Wisdom		7
Endurance	Constitution		2
Heal	Wisdom	✓	10
History	Intelligence		-1
Insight	Wisdom	✓	10
Intimidate	Charisma		2
Nature	Wisdom		5
Perception	Wisdom		5
Religion	Intelligence	✓	4
Stealth	Dexterity		-1
Streetwise	Charisma		2
Thievery	Dexterity		-1

# Kildrak

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## Racial Features

### Dwarven Weapon Proficiency

Proficient with hammers.

### Cast-Iron Stomach

+5 bonus to saving throws against poison.

### Encumbered Speed

Armor or heavy load doesn't reduce your speed.  
(Other effects still can.)

### Dwarven Resilience

You have the dwarven resilience power

### Stand Your Ground

Can move 1 less when forced to move.  
Immediate saving throw to avoid being knocked prone.

### Dungeoneering Bonus

### Endurance Bonus

## Class/Other 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.

### Versatile Expertise (Hammer)

+1 to attack rolls with Hammers.

### Versatile Expertise (Holy Symbol)

+1 to attack rolls with holy symbols

## Feats

### Ritual Caster

Master and perform rituals

### Versatile Expertise

Bonus to attacks with weapons and implements of your choice

Kildrak

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### Character Details

#### Mannerisms and Appearance

#### Personality Traits

#### Theme

#### Background

#### Adventuring Company

#### Companions and Allies

#### Session and Campaign Notes

Other Notes

### Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Holy Symbol

Main Hand

Warhammer

Waist

Armor

Chainmail

Tattoo

Feet

Ki Focus

Other Equipment

1 Ritual Book

1 Adventurer's Kit

Total Weight (lbs.)

82

Carrying Capacity (lbs.)

Normal 110

Heavy 220

Max 550

Coins and Other Wealth

# Kildrak

Level 1 Dwarf Cleric

HP	SCORE	ABILITY	MOD	AC
24	11	STR	0	16
	12	CON	1	
Spd	10	DEX	0	Fort
5	8	INT	-1	11
Init	20	WIS	5	Ref
+0	14	CHA	2	10
				Will
				17

20 Passive Insight  
15 Passive Perception

Player Name:

## Skills

Acrobatics	Dexterity	-1
Arcana	Intelligence	• 4
Athletics	Strength	-1
Bluff	Charisma	2
Diplomacy	Charisma	2
Dungeoneering	Wisdom	7
Endurance	Constitution	2
Heal	Wisdom	• 10
History	Intelligence	-1
Insight	Wisdom	• 10
Intimidate	Charisma	2
Nature	Wisdom	5
Perception	Wisdom	5
Religion	Intelligence	• 4
Stealth	Dexterity	-1
Streetwise	Charisma	2
Thievery	Dexterity	-1

• indicates a trained skill.

## Action Point

Base 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.

Encounter Special

## Melee Basic Attack

At-Will ♦ Standard Action

**Warhammer:** +3 vs. AC, 1d10 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 (+0) damage.

**Level 21:** 2[W] + Str modifier (+0) damage.

Additional Effects

Basic Attack

## Ranged Basic Attack

At-Will ♦ Standard Action

**Unarmed:** +0 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

## 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 whisper a brief prayer as divine light washes over your target, helping to mend its wounds.*

**Keyword:** Healing

**Effect:** The target can spend a healing surge and regain 1d6 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.

Additional Effects

Cleric Utility

Used

## Divine Fortune

Encounter ♦ Free Action

**Personal**

*In the face of peril, you hold true to your faith and receive a special boon.*

**Keyword:** Divine

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

**Effect:** You gain a +1 bonus to your next attack roll or saving throw before the end of your next turn.

Additional Effects

Cleric Feature

Used

## Dwarven Resilience

Encounter ♦ Minor Action

**Personal**

**Effect:** You use your second wind.

Additional Effects

Dwarf Racial Power

Used

## Healer's Mercy

Encounter ♦ Standard Action

**Close** burst 5      **Target:** Each bloodied ally in the burst

*Strength flows out from you to your injured comrades, rekindling their resolve to see the battle to its end.*

**Keywords:** Divine, Healing

**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

Cleric Feature

Used

### Astral Seal

At-Will ♦ Standard Action

**Holy Symbol:** +6 vs Reflex

**Ranged** 5

**Target:** One creature

*You outline your enemy with the silver glow of the Astral Sea, and its healing light bathes your friend.*

**Keywords:** Divine, Healing, Implement

**Attack:** Wisdom +2 vs. Reflex

**Hit:** Until the end of your next turn, the target takes a -2 penalty to all defenses. The next ally who hits it before the end of your next turn regains hit points equal to 2 + your Cha modifier (+2).

Additional Effects

Cleric Attack 1

### Sacred Flame

At-Will ♦ Standard Action

**Holy Symbol:** +6 vs. Reflex, 1d6+5 damage

**Ranged** 5

**Target:** One creature

*Sacred light shines from above, searing a single enemy with its radiance while at the same time aiding an ally with its beneficent power.*

**Keywords:** Divine, Implement, Radiant

**Attack:** Wisdom vs. Reflex

**Hit:** 1d6 + Wis modifier (+5) radiant damage, and one ally you can see chooses either to gain temporary hit points equal to your Cha modifier (+2) + one-half your level or to make a saving throw.

Additional Effects

Cleric Attack 1

### Divine Glow

Encounter ♦ Standard Action

**Holy Symbol:** +6 vs. Reflex, 1d8+5 damage

**Close** blast 3

**Target:** Each enemy in the blast

*Murmuring a prayer to your deity, you invoke a blast of white radiance from your holy symbol. Foes burn in its stern light, but your allies are heartened and guided by it.*

**Keywords:** Divine, Implement, Radiant

**Attack:** Wisdom vs. Reflex

**Hit:** 1d8 + Wis modifier (+5) radiant damage.

**Effect:** Allies in the blast gain a +2 power bonus to attack rolls until the end of your next turn.

Additional Effects

Cleric Attack 1

Used

### Beacon of Hope

Daily ♦ Standard Action

**Holy Symbol:** +6 vs Will

**Close** burst 3

**Target:** Each enemy in the burst

*A burst of divine energy harms your foes and heals your allies. The radiant energy lingers around your holy symbol and improves your healing powers for the rest of the battle.*

**Keywords:** Divine, Healing, Implement

**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.

Additional Effects

Cleric Attack 1

Used