

# DUNGEONS & DRAGONS

## Character Sheet

Player Name /RPGA Number

5

Level

**Owen Redgate**

Lawful Good Male Human Warpriest

19 Age 6' 1" Height 205 lb. Weight Medium Size Amaunator Deity

5500

Total XP Next Level at: 10000

### Defenses

<b>22</b> AC	<b>17</b> FORT	<b>16</b> REF	<b>20</b> WILL
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Conditional Bonuses:

### Hit Points

<b>Max HP</b> (Bloodied 23 ) <b>46</b>	Temp HP
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Current Hit Points

### Healing Surges

Surge Value Surges/day

<b>11</b>	<b>9</b>
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Surges Left

Current Conditions:

### Combat Statistics and Senses

<b>Initiative</b>	<b>2</b>
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Conditional Modifiers

<b>Speed</b>	<b>5</b>
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Special Movement

<b>Passive Insight</b>	<b>22</b>
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<b>Passive Perception</b>	<b>17</b>
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Special Senses  
Normal

### 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

### Resistances

Resist 5 Fire, Resist 5 Necrotic, Resist 2 Ranged, Resist 2 Area

### Current Conditions and Effects

### Basic Attacks

#### Melee

Magic Mace +2

<b>8</b>	<b>1d8+3</b>
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Strength vs. AC

Damage

#### Ranged

Unarmed

<b>2</b>	<b>1d4</b>
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Dexterity vs. AC

Damage

### Language(s) known

Common

### Portrait



Ability	Score	Check
<b>STR</b> Strength	13	3
<b>CON</b> Constitution	14	4
<b>DEX</b> Dexterity	10	2
<b>INT</b> Intelligence	10	2
<b>WIS</b> Wisdom	20	7
<b>CHA</b> Charisma	12	3

### Skills

Skill	Assoc. Ability	Trained	Score
Acrobatics	Dexterity		0
Arcana	Intelligence		2
Athletics	Strength		1
Bluff	Charisma		3
Diplomacy	Charisma	✓	8
Dungeoneering	Wisdom		7
Endurance	Constitution		2
Heal	Wisdom	✓	12
History	Intelligence	✓	7
Insight	Wisdom	✓	12
Intimidate	Charisma		3
Nature	Wisdom		7
Perception	Wisdom		7
Religion	Intelligence	✓	9
Stealth	Dexterity		0
Streetwise	Charisma		3
Thievery	Dexterity		0

# Owen Redgate

Player Name

Character Name



## Racial Features

### Bonus Feat

Choose an extra feat at 1st level.

### Bonus Skill

Trained in one additional class skill.

### Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

### Human Power Selection

Choose an option for your human character.

### Heroic Effort

Gain the Heroic Effort power.

## Class/Other Features

### Channel Divinity (Sun)

Gain the soothing light power.

### Domain Features

Gain domain benefits: special features, 2 at-will attack powers, 1 utility power, and 1 encounter attack power.

### Sun Domain Features

+2 to death saving throws for self and allies within 5sq. +2/4/6 hp (by tier) to self or ally in healing word's burst

### Healing Word

Use healing word as an encounter (special) power; minor action.

### Holy Cleansing

You gain the holy cleansing power.

## Feats

### Shielding Word

Healing word target gains +2 defenses until start of your next turn

### Demonbane

Powers that target undead also target elementals

### Bludgeon Expertise

When using a hammer or mace: +1 feat bonus to weapon attack rolls, +1 bonus to push/slide effects from your attacks

### Armor Proficiency: Scale

Training with scale armor

Player Name

Owen Redgate

Character Name



Character Details

Adventuring Company

Theme

Background

Ward of the Temple

Personality Traits

Optimistic, kind and resolute

Companions and Allies

Mannerisms and Appearance

Chiseled, formal and deliberate

Session and Campaign Notes

Other Notes

Equipment

Head Slot

Neck Slot

Collar of Recovery +1

Arm Slot

Hand Slot

Ring Slot

Ring Slot

Off Hand Slot

Shield of Deflection Heavy...

Main Hand

Magic Mace +2

Waist Slot

Body Slot

Black Iron Scale Armor +1

Feet Slot

Tattoo Slot

Ki Slot

Other Equipment

Holy Symbol  
Adventurer's Kit  
Potion of Healing (heroic tier)

Total Weight (lbs.)

100

Carrying Capacity (lbs.)

Normal 130

Heavy 260

Max 650

Coins and Other Wealth

3 Platinum, 45 Gold



**Melee Basic Attack**  
 At-Will ♦ Standard action

**Magic Mace +2:** +8 vs. AC, 1d8+3 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:** +2 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

**Heroic Effort**  
 Encounter ♦ No Action

**Personal**  
*Your grim focus and unbridled energy means that failure is not an option.*  
**Trigger:** You miss with an attack or fail a saving throw.  
**Effect:** You gain a +4 racial bonus to the attack roll or the saving throw.  
 Additional Effects

Human Racial Power Used ☐

**Smite Undead**  
 Encounter ♦ Standard action

**Magic Mace +2:** +12 vs. Will, 2d8+7 damage  
**Melee weapon**      **Target:** One undead creature  
*You scorch an undead foe with your weapon, drivin it back and then binding it in place.*  
**Keywords:** Channel Divinity, Divine, Radiant, Weapon  
**Attack:** Wisdom vs. Will  
**Hit:** 2[W] + Wis modifier (+5) radiant damage, an you push the target a number of squares up to 3 + your Con modifier (+2). The target is immobilized until the end of your next turn.  
**Miss:** Half damage.  
**Special:** You can use only one channel divinity power encounter.  
 Additional Effects

Cleric Attack Used ☐

**Soothing Light**  
 Encounter ♦ Minor Action

**Close burst 2**      **Target:** You or one ally in the burst  
*Under the light of the sun, all ills fade. Your devotion gives your ally the vigor needed to persevere.*  
**Keywords:** Channel Divinity, Divine  
**Effect:** The target makes a saving throw with a +2 power bonus.  
**Special:** You can use only one channel divinity power per encounter.  
 Additional Effects

Cleric Utility 1 Used ☐

**Blessing of Battle**  
 At-Will ♦ Standard action

**Magic Mace +2:** +12 vs. AC, 1d8+7 damage  
**Melee weapon**      **Target:** One creature  
*As you surge into battle, you invoke a minor defensive prayer to fortify yourself or an ally.*  
**Keywords:** Divine, Weapon  
**Attack:** Wisdom vs. AC  
**Hit:** 1[W] + Wis modifier (+5) damage.  
**Effect:** You or one ally within 5 squares of you gains resistance to all damage until the end of your next turn. The resistance equals your Con modifier (+2).  
 Additional Effects

Cleric Attack 1

**Brand of the Sun**  
 At-Will ♦ Standard action

**Magic Mace +2:** +12 vs. AC, 1d8+7 damage  
**Melee weapon**      **Target:** One creature  
*Your weapon burns like a star as you draw upon the power of the sun to smite your foe and bolster an ally.*  
**Keywords:** Divine, Radiant, Weapon  
**Attack:** Wisdom vs. AC  
**Hit:** 1[W] + Wis modifier (+5) radiant damage.  
**Effect:** You or one ally within 5 squares of you can make a saving throw.  
 Additional Effects

Cleric Attack 1

**Sun's Glow**  
 At-Will ♦ Minor Action

**Melee 1**      **Target:** One object or unoccupied square  
*You place an incandescent mote of sunlight upon a nearby object.*  
**Keyword:** Divine  
**Effect:** The target sheds bright light that fills its space and squares within 4 squares of it. The light lasts for 1 hour, until you use this power again, or until you end the light as a free action.  
 Additional Effects

Cleric Attack 1

**Sun Burst**  
 Encounter ♦ Standard action

**Magic Mace +2:** +12 vs. AC, 1d8+7 damage  
**Melee weapon**      **Target:** One creature  
*Light erupts from your weapon, scalding your foe while your allies draw strength from the brilliant glow.*  
**Keywords:** Divine, Radiant, Weapon  
**Attack:** Wisdom vs. AC  
**Hit:** 1[W] + Wis modifier (+5) radiant damage.  
**Effect:** You and each ally within 5 squares of you gain 5 temporary hit points and can make a saving throw.  
 Additional Effects

Cleric Attack 1 Used ☐





### Shield of Deflection Heavy...

Arms Slot Item ♦ Level 2

**Armor Bonus:** 2

**Check:** -2

**Property:** You gain resist 2 to all damage from ranged attacks and area attacks.

### Potion of Healing (heroic tier)

Potion ♦ Level 5

**Power (Consumable \* Healing):** Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.