

# DUNGEONS & DRAGONS

## Character Sheet

Player Name /RPGA Number

1

Level

**Owen Redgate**

Lawful Good Male Human Warpriest

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

0

Total XP Next Level at: 2250

### Defenses

<b>18</b> AC	<b>15</b> FORT	<b>13</b> REF	<b>16</b> WILL
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Conditional Bonuses:

### Hit Points

**Max HP**  
(Bloodied 14) **28**

Temp HP

Current Hit Points

### Healing Surges

Surge Value Surges/day

7	10
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Surges Left

Current Conditions:

### Combat Statistics and Senses

**Initiative**

0

Conditional Modifiers

**Speed**

5

Special Movement

**Passive Insight**

19

**Passive Perception**

14

Special Senses  
Normal

### Action Points

Action Points Milestones Action Points

	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

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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**Saving Throw Mods** 0

### Resistances

### Current Conditions and Effects

### Basic Attacks

#### Melee

Mace

2	1d8
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Strength vs. AC

Damage

#### Ranged

Unarmed

0	1d4
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Dexterity vs. AC

Damage

### Language(s) known

Common

### Portrait



Ability	Score	Check
<b>STR</b> Strength	10	0
<b>CON</b> Constitution	16	3
<b>DEX</b> Dexterity	10	0
<b>INT</b> Intelligence	10	0
<b>WIS</b> Wisdom	18	4
<b>CHA</b> Charisma	12	1

### Skills

Skill	Assoc. Ability	Trained	Score
Acrobatics	Dexterity		-3
Arcana	Intelligence		0
Athletics	Strength		-3
Bluff	Charisma		1
Diplomacy	Charisma	✓	6
Dungeoneering	Wisdom		4
Endurance	Constitution		0
Heal	Wisdom	✓	9
History	Intelligence	✓	5
Insight	Wisdom	✓	9
Intimidate	Charisma		1
Nature	Wisdom		4
Perception	Wisdom		4
Religion	Intelligence	✓	7
Stealth	Dexterity		-3
Streetwise	Charisma		1
Thievery	Dexterity		-3

# 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.

## Feats

### Shielding Word

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

### Demonbane

Powers that target undead also target elementals

Player 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

Owen Redgate

Character Name



Equipment

Head Slot

Neck Slot

Arm Slot

Hand Slot

Ring Slot

Ring Slot

Off Hand Slot

Heavy Shield

Main Hand

Mace

Waist Slot

Body Slot

Chainmail

Tattoo Slot

Feet Slot

Ki Slot

Other Equipment

Holy Symbol  
Adventurer's Kit

Total Weight (lbs.)

95

Carrying Capacity (lbs.)

Normal 100

Heavy 200

Max 500

Coins and Other Wealth  
20 Gold



Melee Basic Attack

At-Will ♦ Standard action

Mace: +2 vs. AC, 1d8 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

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

Mace: +6 vs. Will, 2d8+4 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 (+3). 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

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

Mace: +6 vs. AC, 1d8+4 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 (+4) 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 (+3).

Additional Effects

Cleric Attack 1

Brand of the Sun

At-Will ♦ Standard action

Mace: +6 vs. AC, 1d8+4 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 (+4) 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

Mace: +6 vs. AC, 1d8+4 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 (+4) 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 ☐

Healing Word

Encounter (Special) ♦ Minor Action

**Unarmed:** +0 vs. , damage

**Close** burst 5 (10 at 11th level, 15 at 21st level) **Target:** You or one ally in the burst level)

*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.

**Sun Domain Features:** When you use your healing word, you or an ally in the burst regains 2 hit points. The hit points increase to 4 at 11th level and 6 at 21st level.

Additional Effects

Cleric Utility

Used ☐ ☐

Nimbus of Holy...

Daily ♦ Standard action

**Mace:** +6 vs. Will, 1d8+4 damage

**Close** burst 1 **Target:** Each enemy in the burst

*A nimbus of radiant energy flashes from your weapon, creating a pattern of gleaming runes that offer protection to your allies and agony to your enemies.*

**Keywords:** Divine, Radiant, Weapon

**Attack:** Wisdom vs. Will

**Hit:** 1[W] + Wis modifier (+4) radiant damage.

**Effect:** Each ally within 2 squares of you gains a +2 power bonus to all defenses. The bonus lasts until the end of the encounter.

Additional Effects

Cleric Attack 1

Used ☐