

Character Name: Betty 6 Level: 6 Class: Cleric Paragon Path: Unaligned Alignment: Deity

Race: Hamadryad Gender: Female Height: 5 Weight: 130

Size: Medium Age: 30

Adventuring Company: Sehanine RPGA Number: 7500 Total XP: 7500

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
3	Initiative	3	

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	MOD + 1/2 LVL
8	STR Strength	2
10	CON Constitution	3
11	DEX Dexterity	3
12	INT Intelligence	4
20	WIS Wisdom	8
18	CHA Charisma	7

DEFENSES

SCORE	DEFENSE	1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
20	AC	13	6		1		

CONDITIONAL BONUSES

SCORE	DEFENSE	1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
15	FORT	13			2		

CONDITIONAL BONUSES

SCORE	DEFENSE	1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
16	REF	13	1		2		

CONDITIONAL BONUSES

SCORE	DEFENSE	1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
22	WILL	13	5	2	2		

CONDITIONAL BONUSES

MOVEMENT

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

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
23	Passive Insight	10	13
20	Passive Perception	10	10

SPECIAL SENSES
Low-light Vision

ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

FEATS

Ritual Caster - Master and perform rituals

Pacifist Healer - Your healing powers are better, but you're punished for damaging bloodied foes

Toughness - Gain 5 additional hit points, 10 at 11th, 15 at 21st

Defensive Healing Word - Bonus to recipient's defenses when you use healing word

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

RACE FEATURES

Elemental Origin - You have the elemental origin

Female Only - All hamadryads are female

Oaken Vitality - Gain +5 Endurance to resist starvation, the Tree Mind - Gain +2 racial bonus to saving throws against **Hamadryad Aspects** - Gain the hamadryad aspects power

Fey Origin - You have the fey origin

Forest Walk (Hamadryad) - You ignore difficult terrain th.

CLASS / PATH / DESTINY FEATURES

Windlord Starting Feature - Your origin becomes elemental; gain Primordial language, +2 bonus to Athletics and Perception checks, and the wind fury assault power

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 - Gain the healing word power; minor action.

Ritual Casting - Gain Ritual Caster as a bonus feat.

Windlord Level 5 Feature - Fly 1 additional square with

SKILLS

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

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
52	26	13

1/2 HP: **26** | 1/4 HP: **13**

CURRENT HIT POINTS: **52**

CURRENT SURGE USES: **7**

SECOND WIND 1/ENCOUNTER

TEMPORARY HIT POINTS: **USED**

DEATH SAVING THROW FAILURES

SAVING THROW MODS +2 Racial Trait bonus against effects that daze, dominate, or stun

RESISTANCES: **USED**

CURRENT CONDITIONS AND EFFECTS

ATTACK WORKSPACE

ABILITY: Astral Seal - Symbol of Shared Healing +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+12	3	5				2	2

ABILITY: Sacred Flame - Symbol of Shared Healing +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+10	3	5				2	

DAMAGE WORKSPACE

ABILITY: Sacred Flame - Symbol of Shared Healing +2

DAMAGE	ABIL	FEAT	ENH	MISC
1d6+7	5		2	

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
5	vs AC	Medic's Mace +1	1d8+1

CHARACTER NAME
Betty 6

PLAYER NAME

RACE Hamadryad

CLASS Cleric

LEVEL 6

SCORE ABILITY MOD

HP 52

STR -1

CON +0

DEX +0

INT +1

WIS +5

CHA +4

AC 20

Fort 15

Ref 16

Will 22

Spd 5

Init +3

23 Passive Insight

20 Passive Perception

PLAY DATA

Astral Seal

KEYWORDS	Divine, Healing, Implement	USED
Standard	5	Ranged 5
ACTION	3	RANGE
12	vs Reflex	TARGET
		One creature

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 Charisma modifier (+4).

Symbol of Shared Healing +2: +12 attack

ADDITIONAL EFFECTS

CLASS Cleric

LEVEL 1

BOOK DP

AT-WILL POWER

Skills

2 Acrobatics	DEX
9 Arcana	INT (Trained)
3 Athletics	STR
7 Bluff	CHA
9 Diplomacy	CHA
8 Dungeoneering	WIS
2 Endurance	CON
13 Heal	WIS (Trained)
4 History	INT
13 Insight	WIS (Trained)
7 Intimidate	CHA
12 Nature	WIS
10 Perception	WIS
9 Religion	INT (Trained)
2 Stealth	DEX
7 Streetwise	CHA
2 Thievery	DEX

ADDITIONAL EFFECTS

PLAY DATA

Sacred Flame

KEYWORDS	Divine, Implement, Radiant	USED
Standard	5	Ranged 5
ACTION	3	RANGE
10	vs Reflex	TARGET
		One creature

Attack: Wisdom vs. Reflex
Hit: 1d6 + Wisdom modifier (+5) radiant damage, and one ally you can see chooses either to make a saving throw or to gain temporary hit points equal to your Charisma modifier (+4) + one-half your level.
Level 21: 2d6 + Wisdom modifier (+5) radiant damage.

Symbol of Shared Healing +2: +10 attack, 1d6+7 damage

ADDITIONAL EFFECTS

CLASS Cleric

LEVEL 1

BOOK PH

AT-WILL POWER

Action Point

ADDITIONAL EFFECTS



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

Prophetic Guidance

KEYWORDS	Divine	USED
Standard	5	Ranged 5
ACTION	3	RANGE
5	vs	TARGET
		One enemy

Effect: The target grants combat advantage until the end of your next turn, and your allies gain a power bonus to damage rolls against the target equal to your Wisdom modifier (+5) until the end of your next turn. The next ally who misses the target before the end of your next turn can reroll the attack.

ADDITIONAL EFFECTS

CLASS Cleric

LEVEL 1

BOOK Dragon 386

ENCOUNTER POWER

Melee Basic Attack

KEYWORDS	Weapon	USED
Standard	*	Melee weapon
ACTION	3	RANGE
5	vs AC	TARGET
		One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier (-1) damage. Increase damage to 2[W] + Strength modifier (-1) damage at 21st level.

Medic's Mace +1: +5 attack, 1d8+1 damage

ADDITIONAL EFFECTS

CLASS

LEVEL *

BOOK PH

AT-WILL POWER

Favor of the Gods

KEYWORDS	Channel Divinity, Divine	USED
Minor	3	Close burst 3
ACTION	3	RANGE
3	vs	TARGET
		One creature in the burst

Special: You can use only one channel divinity power per encounter

Effect: The next time the target misses with an attack roll before the end of your next turn, it can reroll that attack roll. It must use the new result, even if it is lower.

ADDITIONAL EFFECTS

CLASS Cleric

LEVEL

BOOK Dragon 400

ENCOUNTER POWER

Healer's Mercy

KEYWORDS: Divine, Healing

Standard	+	10	Close burst 5	USED
ACTION	5	←	✳	RANGE
ATTACK	vs	DEFENSE	TARGET	
			Each bloodied ally in burst	

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: 5

BOOK: DP

ENCOUNTER POWER

Hymn of Resurgence

KEYWORDS: Divine, Implement

Standard	+	10	Close blast 5	USED
ACTION	5	←	✳	RANGE
ATTACK	vs	Fort	DEFENSE	TARGET
			Each enemy in blast	

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

Symbol of Shared Healing +2: +10 attack

ADDITIONAL EFFECTS

CLASS: Cleric

LEVEL: 3

BOOK: DP

ENCOUNTER POWER

Wind Fury Assault

KEYWORDS: Elemental, Weapon

Standard	*	+	Melee or Ranged weapon	USED
ACTION	←	✳		RANGE
ATTACK	vs	DEFENSE	TARGET	

Effect: You can fly up to your speed. At any point during this movement, you can make the following attack.
Target: One creature
Attack: Your highest ability modifier vs. AC
Hit: 1[W] + your highest ability modifier damage, and you can slide the target 1 square.
 Level 11: 2[W] + your highest ability modifier damage.
 Level 21: 3[W] + your highest ability modifier damage.

ADDITIONAL EFFECTS

CLASS: Cleric

LEVEL: *

BOOK: HOTE

ENCOUNTER POWER

Healer's Mercy

KEYWORDS: Divine, Healing

Standard	+	10	Close burst 5	USED
ACTION	5	←	✳	RANGE
ATTACK	vs	DEFENSE	TARGET	
			Each bloodied ally in burst	

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: 5

BOOK: DP

DAILY POWER

Moment of Glory

KEYWORDS: Divine, Fear, Implement

Standard	+	10	Close blast 5	USED
ACTION	5	←	✳	RANGE
ATTACK	vs	Will	DEFENSE	TARGET
			Each enemy in blast	

Attack: Wisdom vs. Will
Hit: You push the target 3 squares and knock it prone.
Effect: You and each ally in the blast gain resist 5 to all damage until the end of your next turn.
Sustain Minor: The effect persists.

Symbol of Shared Healing +2: +10 attack

ADDITIONAL EFFECTS

CLASS: Cleric

LEVEL: 1

BOOK: DP

DAILY POWER

Wind Fury Assault

KEYWORDS: Elemental, Weapon

Standard	*	+	Melee or Ranged weapon	USED
ACTION	←	✳		RANGE
ATTACK	vs	DEFENSE	TARGET	

Effect: You can fly up to your speed. At any point during this movement, you can make the following attack.
Target: One creature
Attack: Your highest ability modifier vs. AC
Hit: 1[W] + your highest ability modifier damage, and you can slide the target 1 square.
 Level 11: 2[W] + your highest ability modifier damage.
 Level 21: 3[W] + your highest ability modifier damage.

ADDITIONAL EFFECTS

CLASS: Cleric

LEVEL: *

BOOK: HOTE

ENCOUNTER POWER

Hymn of Resurgence

KEYWORDS: Divine, Implement

Standard	+	10	Close blast 5	USED
ACTION	5	←	✳	RANGE
ATTACK	vs	Fort	DEFENSE	TARGET
			Each enemy in blast	

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

Symbol of Shared Healing +2: +10 attack

ADDITIONAL EFFECTS

CLASS: Cleric

LEVEL: 3

BOOK: DP

ENCOUNTER POWER

Healer's Mercy

KEYWORDS: Divine, Healing

Standard	+	10	Close burst 5	USED
ACTION	5	←	✳	RANGE
ATTACK	vs	DEFENSE	TARGET	
			Each bloodied ally in burst	

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: 5

BOOK: DP

DAILY POWER

Revealing Light

KEYWORDS: Divine, Implement, Radiant

Standard	+	10	Ranged 10	USED
ACTION	←	✳		RANGE
ATTACK	10	vs	Reflex	DEFENSE
			One creature	TARGET

Attack: Wisdom vs. Reflex. The attack ignores concealment and cover.
Hit: 3d6 + Wisdom modifier (+5) radiant damage.
Effect: The target takes ongoing 5 radiant damage and cannot become hidden (save ends both).

Symbol of Shared Healing +2: +10 attack, 3d6+7 damage

ADDITIONAL EFFECTS

CLASS: Cleric

LEVEL: 5

BOOK: DP

DAILY POWER

Hamadryad Aspects

KEYWORDS: Healing

Minor	+	5	Close burst 5 (10 at 11th level, 15 additional hit points)	USED
ACTION	←	✳		RANGE
AT-WILL	ENCOUNTER	DAILY		

Target: You or one ally in the burst
Effect: The target can spend a healing surge and regain 1d6 additional hit points.
 Level 6: 2d6 additional hit points.
 Level 11: 3d6 additional hit points.
 Level 16: 4d6 additional hit points.
 Level 21: 5d6 additional hit points.
 Level 26: 6d6 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.
Defensive Healing Word: When you use your healing word, the target also gains a power bonus to all defenses equal to your Charisma modifier (+4) against the next attack made against him or her before the end of your next turn.

ADDITIONAL EFFECTS

CLASS: Cleric

LEVEL: 1

BOOK: PH

UTILITY POWER

Second Wind

KEYWORDS: Personal

Minor	+	5	Personal	USED
ACTION	←	✳		RANGE
AT-WILL	ENCOUNTER	DAILY		

Effect: Spend a healing surge and gain a +2 bonus to all defenses until the start of your next turn.
Windlord Level 5 Feature: Whenever you use your second wind, you can push each creature adjacent to you 1 square.

ADDITIONAL EFFECTS

CLASS: Hamadryad

LEVEL: *

BOOK: HOTE

UTILITY POWER

Hamadryad Aspects

KEYWORDS: Personal

Minor	+	5	Personal	USED
ACTION	←	✳		RANGE
AT-WILL	ENCOUNTER	DAILY		

Effect: Choose one of the following aspects each time you use this power. You gain that aspect's benefits.
Spellbinding Beauty: Every enemy that can see you grants combat advantage to you until the end of your next turn.
Wooden Form: You gain resist 5 to all damage until the end of your next turn.
 Level 11: Resist 10.
 Level 21: Resist 15.

ADDITIONAL EFFECTS

CLASS: Hamadryad

LEVEL: *

BOOK: HOTE

UTILITY POWER

Life Transference

KEYWORDS: Divine, Healing

USED

Standard	* ⬆ ⬇ ⬅	Melee touch	RANGE
ACTION			
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> 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

Stream of Life

KEYWORDS: Divine, Healing

USED

Minor	⬆ ⬇ ⬅	Personal	RANGE
ACTION			
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	

Effect: You take ongoing 5 damage (save ends). This damage can't be reduced in any way. At the end of your turn, you can choose not to make a saving throw against this ongoing damage. Whenever you take the ongoing damage, an ally within 5 squares of you regains 15 hit points.

ADDITIONAL EFFECTS

CLASS: Cleric LEVEL: 6 BOOK: DP

UTILITY POWER

Medic's Mace +1

1d8	2	Mace	GROUP	RANGE
DAMAGE				
+1 attack rolls and damage rolls				
ENHANCEMENT				
4	LEVEL	+1d6 radiant damage		
CRITICAL				

PROPERTIES

When you use a Channel Divinity power during combat, an ally within 10 squares of you regains an amount of hit points equal to your Charisma modifier plus this weapon's enhancement bonus. Versatile

Melee Basic Attack: +5 attack, 1d8+1 damage

<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
---	------------------------------------	---

POWER

Rarity: Uncommon
Power (Daily): Standard Action. Gain one additional use of Channel Divinity for this encounter.

ITEM SLOT: One-hand WEIGHT: 6 PRICE: 840 BOOK: PH

MAGIC WEAPON

Symbol of Shared Healing +2

DAMAGE				
+2 attack rolls and damage rolls				
ENHANCEMENT				
7	LEVEL	+1d6 damage per plus		
CRITICAL				

PROPERTIES

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
----------------------------------	------------------------------------	---

POWER

Rarity: Uncommon
Power (Daily • Healing): Free. Trigger: You use your second wind, or you use a power that allows you to spend a healing surge to regain hit points. Effect: One ally within 5 squares of you can spend a healing surge.

ITEM SLOT: Off-hand WEIGHT: 0 PRICE: 2600 BOOK: A12

MAGIC WEAPON

Amulet of Protection +2

			1	QUANTITY
+2 Fortitude, Reflex, and Will	6	Neck Slot Item	LEVEL	TYPE
ENHANCEMENT				

PROPERTIES

<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
---	------------------------------------	--------------------------------

POWER

Rarity: Common

ITEM SLOT: Neck WEIGHT: 0 PRICE: 1800 BOOK: PH

MAGIC ITEM

Healer's Chainmail +1

6	-1	-1	SPEED	1	QUANTITY
+1 AC	5	Armor	LEVEL	TYPE	
ENHANCEMENT					

PROPERTIES

When you use a healing power that lets a creature spend a healing surge to regain hit points, the target regains additional hit points equal to the armor's enhancement bonus.

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
----------------------------------	------------------------------------	--------------------------------

POWER

Rarity: Uncommon

ITEM SLOT: Body WEIGHT: 40 PRICE: 1000 BOOK: PH

MAGIC ITEM

Potion of Healing (heroic tier)

			5	LEVEL	Potion	TYPE
ENHANCEMENT						

PROPERTIES

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
----------------------------------	------------------------------------	--------------------------------

POWER

Rarity: Common
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.

ITEM SLOT: WEIGHT: 0 PRICE: 50 BOOK: PH

MAGIC ITEM

Potion of Healing (heroic tier)

			5	LEVEL	Potion	TYPE
ENHANCEMENT						

PROPERTIES

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
----------------------------------	------------------------------------	--------------------------------

POWER

Rarity: Common
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.

ITEM SLOT: WEIGHT: 0 PRICE: 50 BOOK: PH

MAGIC ITEM