

Dungeons & Dragons

CHARACTER SHEET

Player Name **Kristen**

Athena Arrowhead

1 Cleric

0

Character Name **Elf** **M** **30** **F** **Unaligned** **Melora** Epic Destiny **Total XP**

Race **Elf** Size **M** Age **30** Gender **F** Height **Unaligned** Weight **Melora** Deity **Melora** Adventuring Company or Other Affiliations

INITIATIVE

SCORE	DEX	1/2 LEVEL	MISC
0	0	0	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10+ 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
14	AC	10	4					

CONDITIONAL REMARKS

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
7	Speed (Squares)	7		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
14	STR Strength	+2	+2
12	CON Constitution	+1	+1
11	DEX Dexterity	+0	+0
13	INT Intelligence	+1	+1
18	WIS Wisdom	+4	+4
10	CHA Charisma	+0	+0

DEFENSES

SCORE	DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
12	FORT	10	2					

CONDITIONAL REMARKS

DEFENSES

SCORE	DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
11	REF	10	1					

CONDITIONAL REMARKS

DEFENSES

SCORE	DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	WILL	10	4	2				

CONDITIONAL REMARKS

SENSES

SCORE	PASSIVE SCORE	SKILL BONUS
19	Passive Insight	10 + 9
16	Passive Perception	10 + 6

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: **Melee Attacks with Quarterstaff**

ATTACK BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+4	0	2	2				

ABILITY: **Holy Symbol Powers**

ATTACK BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+4	0	4					

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
24	12	6 8

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0 1 2	1 2 3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE

ABILITY:

DAMAGE	ABIL	FEAT	ENH	MISC	MISC

ABILITY:

DAMAGE	ABIL	FEAT	ENH	MISC	MISC

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODIFIERS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

RACE FEATURES

ABILITY SCORE MODS

Proficient in Longbow and Shortbow

Fey Origin

Group Awareness: non-elf allies within 5 get +1 Perception

Wild Step: Ignore difficult terrain when shifting

Elven Accuracy: Reroll Attack 1/Encounter

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE

SKILLS

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

CLASS / PATH / DESTINY FEATURES

Channel Divinity: Use one ability once/Encounter

C. Divinity-Divine Fortune: +1 Attack or Save

C. Div-Turn Undead: Close Burst 2, 1d10+4, push targets 3 squares, Immobilizes end of next turn

Healer's Lore: Add 4 to all healing powers.

Healing Surge: Close Burst 5, Target Surges + 1d6

Ritual Casting

LANGUAGES KNOWN

Common Elven

FEATS

Melora's Tide

Use C.Divinity to invoke Melora's Tide

