

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

1

Level

### Mord

Good male Half-Orc Cleric (Warpriest)

Age    Height    Weight    Medium    Ioun    Deity

Total XP    1000

### Defenses

<b>18</b>	<b>14</b>	<b>13</b>	<b>15</b>
AC	FORT	REF	WILL

Conditional Bonuses

### Hit Points

<b>Max HP</b> (Bloodied 14 )	<b>28</b>	Temp HP
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Current Hit Points

### Healing Surges

Surge Value	Surges/Day	
<b>7</b>	<b>10</b>	

Current Conditions:

### Combat Statistics and Senses

<b>Initiative</b>	<b>1</b>
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Conditional Modifiers:

<b>Speed</b>	<b>5</b>
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+2 Speed when charging

<b>Passive Insight</b>	<b>14</b>
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<b>Passive Perception</b>	<b>14</b>
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Special Senses:    Low-light

### 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.

Power Points 1

### 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

  

<b>Saving Throw Mods</b>	<b>0</b>
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### Resistances/Vulnerabilities

### Current Conditions and Effects

### Basic Attacks

#### Melee

Mace

<b>1</b>	<b>1d8-1</b>
Strength vs. AC	Damage

#### Ranged

Crossbow

<b>3</b>	<b>1d8+1</b>
Dexterity vs. AC	Damage

### Languages

Common, Giant



### Abilities

Ability	Score	Check
<b>STR</b> Strength	<b>9</b>	-1
<b>CON</b> Constitution	<b>16</b>	3
<b>DEX</b> Dexterity	<b>12</b>	1
<b>INT</b> Intelligence	<b>10</b>	0
<b>WIS</b> Wisdom	<b>18</b>	4
<b>CHA</b> Charisma	<b>10</b>	0

### Skills

Acrobatics	Dexterity	-2
Arcana	Intelligence ✓	9
Athletics	Strength	-4
Bluff	Charisma	0
Diplomacy	Charisma ✓	5
Dungeoneering	Wisdom	4
Endurance	Constitution	2
Heal	Wisdom ✓	9
History	Intelligence	4
Insight	Wisdom	4
Intimidate	Charisma	2
Nature	Wisdom	4
Perception	Wisdom	4
Religion	Intelligence ✓	9
Stealth	Dexterity	-2
Streetwise	Charisma	0
Thievery	Dexterity	-2



Mord  
Character Name

Player Name

### Character Details

#### Background

Upperdark Slave

#### Theme

Escaped Thrall

#### Mannerisms and Appearance

#### Personality Traits

#### Adventuring Company

#### Companions and Allies

#### Session and Campaign Notes

Other Notes

### Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Heavy Shield

Main Hand

Mace

Waist

Armor

Chainmail

Tattoo

Feet

Ki Focus

#### Other Equipment

Adventurer's Kit  
Crossbow  
Crossbow Bolts (20)

Total Weight (lbs.)

100

Carrying Capacity (lbs.)

Treasure

4 gp  
0 gp banked

Normal

90

Heavy

180

Max

450

# Mord

Player Name

Character Name



## Racial Features

### Furious Assault

Have the furious assault power

### Half-Orc Resilience

Gain 5 temporary hp (10 at 11th, 15 at 21st) the first time you're bloodied during an encounter

### Swift Charge

+2 bonus to speed when charging

## Class/Other Features

### Channel Divinity (Oghma)

Gain the knowledge to spread power

### Escaped Thrall Starting Feature

Gain 1 power point and my mind is my own power

### Oghma Domain Features and Powers

You can use Wis instead of Int when making an Int-based skill check; when you use healing word each ally in the burst gains +1 to their next saving throw before end of your next turn

## Feats

### Furious Devotion

+2 damage with divine powers after you use Channel Divinity

# Mord

Level 1 Half-Orc Cleric (Warpriest)

HP 28	SCORE	ABILITY	MOD	AC 18
	9	STR	-1	
Spd 5	16	CON	3	Fort 14
	12	DEX	1	
Init +1	10	INT	0	Ref 13
	18	WIS	4	
	10	CHA	0	Will 15

14 Passive Insight

14 Passive Perception

Player Name:

# Skills

Acrobatics	Dexterity	-2
Arcana	Intelligence	• 9
Athletics	Strength	-4
Bluff	Charisma	0
Diplomacy	Charisma	• 5
Dungeoneering	Wisdom	4
Endurance	Constitution	2
Heal	Wisdom	• 9
History	Intelligence	4
Insight	Wisdom	4
Intimidate	Charisma	2
Nature	Wisdom	4
Perception	Wisdom	4
Religion	Intelligence	• 9
Stealth	Dexterity	-2
Streetwise	Charisma	0
Thievery	Dexterity	-2

• indicates a trained skill.

# Action Point

Base action points: 1



**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

**Mace:** +1 vs. AC, 1d8-1 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

**Crossbow:** +3 vs. AC, 1d8+1 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 (+1) damage.

**Level 21:** 2[W] + Dex modifier (+1) damage.

Additional Effects

Basic Attack

# Blessing of Knowledge

At-Will ♦ Standard Action

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

**Melee weapon**      **Target:** One creature

*You lay into a foe, the attack revealing an opening that your ally can exploit.*

**Keywords:** Divine, Weapon

**Attack:** Wisdom vs. AC

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

**Effect:** One ally within 5 squares of you gains combat advantage against the target until the end of your next turn.

Additional Effects

Cleric Attack 1

# Singing Strike

At-Will ♦ Standard Action

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

**Melee weapon**      **Target:** One creature

*Your weapon sings with holy power and glows from the presence of your deity.*

**Keywords:** Divine, Radiant, Thunder, Weapon

**Attack:** Wisdom vs. AC

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

**Effect:** The target takes a -2 penalty to attack rolls until the end of your next turn.

Additional Effects

Cleric Attack 1

# 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

# Thought Twister

Encounter ♦ Standard Action

**Mace:** +6 vs. AC, 2d8+4 damage

**Melee weapon**      **Target:** One creature

*You ask your god to bless your action as you swing your weapon, hoping to knock some sense into your enemy.*

**Keywords:** Divine, Psychic, Weapon

**Attack:** Wisdom vs. AC

**Hit:** 2[W] + Wis modifier (+4) psychic damage.

**Effect:** Until the end of your next turn, the target takes a -2 penalty to attack rolls and its next saving throw.

Additional Effects

Cleric Attack 1

Used

### Beacon of Hope

Daily ♦ Standard Action

**Unarmed:** +4 vs. Will

**Close** burst 3

**Target:** Each enemy in the burst

*You release a burst of divine energy that weakens your foes even as it heals your allies. The energy lingers within your holy symbol for a short time, improving your ability to heal your allies.*

**Keywords:** Divine, Healing, Implement

**Attack:** Wisdom vs. Will

**Hit:** The target is weakened until the end of its next turn.

**Effect:** You and each ally in the burst regain 5 hit points. Until the end of the encounter, whenever you restore hit points with a healing power, the recipient regains 5 additional hit points.

Additional Effects

Cleric Attack 1

Used

### Healing Word

Encounter (Special) ♦ Minor Action

**Unarmed:**

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

*You utter a soothing word that mends wounds of the body and spirit.*

**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.

**Oghma Domain Features and Powers:** each ally in the burst gains a +1 bonus to the next saving throw he or she makes before the end of your next turn

Additional Effects

Cleric Utility

Used

### Furious Assault

Encounter ♦ Free Action

**Personal**

*Your monstrous wrath burns inside you, giving strength to your attack.*

**Trigger:** You hit an enemy with an attack.

**Effect:** The attack deals 1[W] extra damage if it's a weapon attack or 1d8 extra damage if it is not a weapon attack.

Additional Effects

Half-Orc Racial Power

Used

### My Mind Is My Own

Encounter ♦ Immediate Interrupt

**Personal**

*Your passion for freedom drives out the presence of insidious entities from your mind.*

**Keywords:** Augmentable, Psionic

**Trigger:** You are hit by a charm or a psychic attack.

**Effect:** You gain resist 5 psychic until the end of your next turn. Also, you gain a +2 power bonus to saving throws against charm effects and psychic effects until the end of your next turn.

**Augment 1**

**Effect:** As above, and you can make a saving throw against any charm effect and psychic effect at the start of your turn, instead of at the end, if a save can end the effect. This benefit lasts until the end of the encounter.

Additional Effects

Escaped Thrall Utility

Used

### Knowledge to Spread

Encounter ♦ Minor Action

**Close** burst 3

**Target:** You and each ally in the burst

*Thoughts run through the minds of you and your allies, each idea particular to the task to which you set yourselves.*

**Keywords:** Channel Divinity, Divine

**Effect:** The next time the target makes a skill check before the end of your next turn, the target gains a +2 power bonus to the check.

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

Additional Effects

Cleric Utility 1

Used

### Sudden Inspiration

Encounter ♦ Immediate Interrupt

**Close** burst 10

**Target:** The triggering creature

*You gain a divine perspective into how a challenge can be surmounted, the thought arriving in the nick of time.*

**Keyword:** Divine

**Trigger:** You or one ally in the burst fails a skill check.

**Effect:** The target gains a power bonus to the skill check equal to your Wis modifier (+4).

Additional Effects

Cleric Utility 1

Used