

Character Sheet

26

Player Name/RPGA

Tanos

Lawful Good male Dwarf Templar

4'7" Moradin 54 Medium Age Height Weight Deity

0 1000

Defenses



Hit Points

(Bloodied 13)

Current Hit Points

Healing Surges

Current Conditions:

Surges/Day

Surge Value

6

Max HP







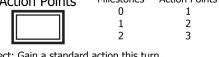
Temp HP

Conditional Bonuses +5 Saving Throws against poison

Action Points



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

Death Saving Throw Failures



Saving Throw Mods

+5 Saving Throws against poison

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Morningstar

Strength vs. AC

1d10+1

Damage

0

Ranged

Unarmed

Dexterity vs. AC

1d4-1 Damage

Languages

Common, Dwarven



Abilities

ı		Check
STR Strength	12	1
CON Constitution	14	2
DEX Dexterity	8	-1
INT Intelligence	10	0
WIS Wisdom	18	4
CHA Charisma	16	3

Skills

Acrobatics	Dexterity	-2
Arcana	Intelligence	0
Athletics	Strength	0
Bluff	Charisma	3
Diplomacy	Charisma	3
Dungeoneering	Wisdom	6
Endurance	Constitution	3
Heal	Wisdom 🗸	9
History	Intelligence	0
Insight	Wisdom 🗸	9
Intimidate	Charisma	3
Nature	Wisdom	4
Perception	Wisdom 🗸	9
Religion	Intelligence 🗹	5
Stealth	Dexterity	-2
Streetwise	Charisma	3
Thievery	Dexterity	-2

Combat Statistics and Senses

-1 Initiative

Conditional Modifiers:

5 Speed

Special Movement:

Passive Insight

19

19

Passive Perception

Special Senses: Low-light



Tanos Character Name



Character Details	Equipment
Background	Head
Dwarf - Ancestral Home Lost	Neck
Theme	Arms
	Hands
Mannerisms and Appearance	Pings
	Rings
	Off Hand
Personality Traits	Main Hand Waist
	Morningstar
	Armor
	Chainmail
Adventuring Company	Tattoo
	Feet
	Ki Focus
Companions and Allies	Other Equipment
	Ritual Book Adventurer's Kit Holy Symbol
	lion symbol
Session and Campaign Notes	
Other Notes	
	Comming Consoity
	Total Weight (lbs.) 85 Carrying Capacity (lbs.)
	Treasure Normal 120
	25 Gold
	Heavy 240
	May 600
	Max 600

Tanos

Player Name

Character Name



Racial Features

Dwarven Weapon Proficiency

Proficient with hammers.

Cast-Iron Stomach

+5 bonus to saving throws against poison.

Encumbered Speed

Armor or heavy load doesn't reduce your speed. (Other effects still can.)

Dwarven Resilience

You have the dwarven resilience power

Stand Your Ground

Can move 1 less when forced to move. Immediate saving throw to avoid being knocked prone.

Dungeoneering Bonus

ര

Endurance Bonus

l@

Class/Other Features

Channel Divinity

Invoke a channel divinity class feature or other power; encounter.

Healer's Lore

Add + [Wis mod] to hit points healed by your cleric powers with the healing keyword, if they involve healing surge expenditure.

Ritual Casting

Gain Ritual Caster as a bonus feat.

Feats

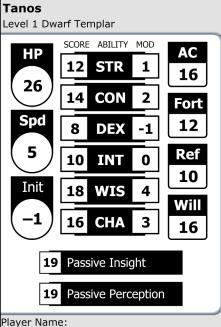
Ritual Caster

Master and perform rituals

Battle Caster Defense

+4 AC against opportunity attacks after you use ranged or area power





Melee Basic Attack At-Will ♦ Standard Action

Morningstar: +3 vs. AC, 1d10+1 damage

Target: One Melee weapon

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

Sacred Flame

At-Will ♦ Standard Action

Holy Symbol: +4 vs. Reflex, 1d6+4 damage Target: One

Ranged 5 creature

You bathe your enemy in sacred light, searing it in radiance. You call out to one of your comrades, invigorating him or her with the sight of holy power.

Keywords: Divine, Implement, Radiant

Attack: Wisdom vs. Reflex

Hit: 1d6 + Wis modifier (+4) radiant damage, and one ally you can see chooses either to make a saving throw or to gain temporary hit points equal to your Cha modifier (+3) + one-half your level.

Additional Effects

Cleric Attack 1

Skills

Acrobatics	Dexterity		-2
Arcana	Intelligence		0
Athletics	Strength		0
Bluff	Charisma		3
Diplomacy	Charisma		3
Dungeoneering	Wisdom		6
Endurance	Constitution		3
Heal	Wisdom	•	9
History	Intelligence		0
Insight	Wisdom	•	9
Intimidate	Charisma		3
Nature	Wisdom		4
Perception	Wisdom	•	9
Religion	Intelligence	•	5
Stealth	Dexterity		-2
Streetwise	Charisma		3
Thievery	Dexterity		-2

• indicates a trained skill. Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +-1 vs. AC, 1d4-1 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

Vengeful Flare

Encounter • Standard Action

Holy Symbol: +4 vs. Reflex, 2d8+4 damage

Ranged 5 Target: One

creature

Seeing your ally in pain, you vow vengeance as you rain holy fire upon your foe.

Keywords: Divine, Fire, Implement, Radiant

Attack: Wisdom vs. Reflex

Hit: 2d8 + Wis modifier (+4) fire damage, and the target takes a -2 penalty to all defenses until the end of your next turn. If you used healing word this turn, this attack deals extra radiant damage equal to your Cha

modifier (+3).

Additional Effects

Cleric Attack 1

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 **Astral Seal**

At-Will ♦ Standard Action

Holy Symbol: +6 vs. Reflex

Ranged 5 Target: One

creature

You outline your enemy with the silver glow of the Astral Sea, and its healing light bathes your friend.

Keywords: Divine, Healing, Implement

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 Cha modifier (+3).

Additional Effects

Cleric Attack 1

Font of Tears

Daily • Standard Action Holy Symbol: +4 vs. Will

Close burst 3 Target: Each enemy in the burst

A glimmering rain showers enemies around you and saps their will.

Keywords: Divine, Implement, Zone

Attack: Wisdom vs. Will

Hit: The target is dazed (save ends).

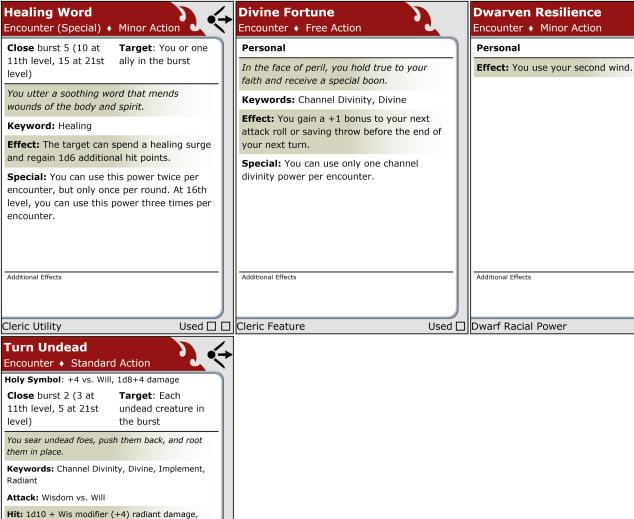
Effect: The burst creates a zone of shimmering energy that lasts until the end of your next turn. Any enemy that starts its turn within the zone takes a -2 penalty to attack rolls until the end of its next turn.

Sustain Minor: The zone persists.

Additional Effects

Used ☐ Cleric Attack 1

Used □



Used □

Hit: 1d10 + Wis modifier (+4) radiant damage, and you push the target a number of squares up to 3 + your Cha 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 Feature

Used □