

Player Name **Cody Baxter**

Harold Darlin 1 **Cleric** Paragon Path Epic Destiny Total XP 0
 Character Name Level Class Paragon Path Epic Destiny Total XP
Human Medium 45 Male 180lbs Chaotic Evil Waukeen
 Race Size Age Gender Height Weight Alignment Deity

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
0			

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
16	AC	10	6					

CONDITIONAL BONUSES

MOVEMENT

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

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	0
10	CON Constitution	0	0
11	DEX Dexterity	0	0
8	INT Intelligence	-1	-1
20	WIS Wisdom	5	5
14	CHA Charisma	2	2

FORTITUDE

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

CONDITIONAL BONUSES

REFLEXES

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

CONDITIONAL BONUSES

WILLPOWER

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	WILL	10	5	2			1	

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
20	Passive Insight	10	+ 10
15	Passive Perception	10	+ 5

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Halberd

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

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Halberd

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10	0				

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	
1/2 HP	1/4 HP	SURGE VALUE	SURGES/DAY
22	11	5	7

SECOND WIND 1/ENCOUNTER

USED

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

- Bonus Feat** - Choose an extra feat at 1st level.
- Bonus Skill** - Trained in one additional class skill.
- Bonus At-Will Power** - Know one extra 1st-level attack power from your class.

HUMAN DEFENSE BONUSES

+1 to Fortitude, Reflex, and Will.

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
2	vs AC	Halberd	1d10
2	vs AC	Hand Crossbow	1d6
0	vs AC	Unarmed (Melee)	1d4
0	vs AC	Unarmed (Range)	1d4

FEATS

- Battle Healer** - Regain hit points when you use healing word
- Ritual Caster** - Master and perform rituals
- Weapon Proficiency (Halberd)** - Gain proficiency with the Halberd.

SKILLS

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

CLASS / PATH / DESTINY FEATURES

- 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** - Use healing word as an encounter (special) power; minor action.
- Ritual Casting** - Gain Ritual Caster as a bonus feat.

LANGUAGES KNOWN

Common, Primordial

