RACTER For Oungeons and Oragons 4th Edicion **CHARACTER NAME** Melanie PLAYER NAME Lynn/David **DEITY** Raven Queen **ALIGNMENT** Unaligned RACE Human **AGE** 20 **GENDER** Female SIZE Medium **WEIGHT** 150 **HEIGHT** 6'0" 17,830 NEEDED EXPERIENCE **CLASS** Cleric PARAGON Divine Oracle EPIC DESTINY LEVEL 9 20,500 Iniciative Speed CONDITIONS Ability Scores 17 STR 17 12 6 + 6 6 16 3 CON 16 Oefenses Resistance AC -5 fire 14 6 DEX 14 = 14 + 10 + 3 16 INT 16 FORTITUDE 18 = 14 + 3 1 21 WIS REFLEX 3 12 CHA WILL 2 5 1 DIC POINTS Action Points Max HP DAMAGE ADD. EFFECTS WHILE BLOODIED +1 (Human Perseverance) PASSIVE PERCEPTION 0 10 68 SPECIAL SENSES 68 ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS SECOND WIND (1/ENCOUNTER) 34 Темр НР BLOODIED (1/2 HP) Accacks & Dowers WEAPON OR POWER PROPERTIES (HIGH CRIT, MAGICAL EFFECTS, ETC.) DAMAGE DICE Mace +1 Basic Attack Str AC 10 4 3 2 1 1d8 4 3 1 Sling AC 4 2 Basic Attack Dex 2 1d6 0 4 0 4 0 4 0 4 Skills **Leacs** AT-WILL POWERS **E**guipment WEIGHT LOCATION QTY SKILL NAME MISC ARMOR ABILITY Lance of Faith Armor: C.L.H.Chain Standard Aventurer's Kit ACROBATICS Dex Weapon: Simple Melee & Range Righteous Brand 6 Implement: Holy Symbol Priest's Shield Ritual Book Int 12 7 х Ritual Casting sling w/ 20 bullets ATHLETICS STR 7 Linguist BLUFF Improved Initiative +4 Сна 5 Healers Lore: +Wis mod heal DIPLOMACY CHA 5 X Human Perseverance Quick Draw, +2 Init DUNGEONEERING Wis 9 Demonbane ENDURANCE Con Devilbane 9 х HEAL Wis + HISTORY Int 7 Encounter Powers RACIAL FEATURES 9 х INSIGHT Wis Human (PHB 46) Channel Divinity: Divine Fortune INTIMIDATE Сна 5 Channel Divinity: Turn Undead NATURE Wis 9 Raven Queen's Blessing Healing Word Wis 9 PERCEPTION Divine Glow 7 RELIGION х Int Divine Aid Split the Sky DEX 6 6 STEALTH Strengthen the Faithful 5 5 STREETWISE CHA THIEVERY DEX 6 Languages CLass/Dath/Desting Common, Dwarf, Elf, Supernal, Abyssal TOTAL WEIGHT Cleric (PHB 60), Beacon of Hope Wealth Other Valuables Divine, Leader Rune of Peace Cure Serious Wounds Note: All healing does extra 1d10+Cha+Wis (Armor+feat) ASTRAL DIAMOND Divine Power 50 pp PLATINUM PIECES GOLD PIECES 345 gp 22 sp SILVER PIECES COPPER PIECES 700 gp GEMS/JEWELRY*

MAGICAL ITEMS For Oungeons and Oragons 4ch Edicion



Magical Items							_	
ITEM NAME	Оту	WEIGHT	LOCATION	VALUE	Level Di	SCRIPTION		
Implement: Holy Symbol	Q.,	TT LIGHT		771202		South Hor		
Mace +1								
Ring of Fire Resistance					res	sist fire 5		
Ring - Speak to Animals								
Ring of Undead Appearance					gh	ost form		
Exalted Armor +4						ain mail, addl +4, he	aling does 1d1	0+Cha mod extra
Myconid Life Burst Sponge								ng for all near (daily)
Wycolid Elic Barst Sponge					34	uccee for sport burst	, TOTH HEAR	ig for air near (daily)
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Potions								
POTION NAME	OTV	Locatio	on Valu	e Lever	DESCRIPTION	T		
Healing Honey (flask)	QII	LOCATIC	JN VALU	E LEVEL	DESCRIPTION	N		
potion of Healing	4				2d10 HP			
potion of Ficaling	-				2010111			
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Ricual Scrolls								
RITUAL NAME	QTY	Level	Тіме	DURATION	COMP COST	KEY SKILL	Value	Effect
Gentle Repose	Q	1	1 hr	special	10 gp	Heal	50 gp	x5 time lying dead and still can use "Raise Dead"
Silence		1	10 min	24 hr	30 gp	Arcana	75 gp	burst 4, listening perception checks at -10
Remove Affliction		8	1 hr	instant	250 gp	Heal	680 gp	remove curse, then take damage via Table PHB 311
Summon Spiders		12	1 hr	instant	500 gp	Arcana		summon 2d4 giant spiders (see MM)
						Arcana		
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ITEM NAME	QTY	LOCATION	VALUE	DESCRIPTION

Arcana

Miscellaneous Icems

ATT-WILL POWERS FOR Oungeons and Oragons 4th Edicion Character Name Melanie Campaign Diayer's Name Lynn/David Level Power Name Lance of Faith Righteous Brand Righteous Brand Power Source Damage Type Effect Type Accessories Prerequisite/Requirement Divine Radiant N/A Implement Cleric Divine N/A N/A Weapon Cleric

				ATTACK DEFENSE I	LEVEL		3		ATTACK DEFENSE LEVEL
	_	ance of Faith		Wis vs Ref			ighteous Brand		Str vs AC 1
Divine	E DAMAGE Radia		Accessories Implement	Prerequisite/Requirement Cleric	Power Sour Divine	N/A	E TYPE EFFECT TYPE N/A	Accessories Weapon	Prerequisite/Requirement Cleric
Action Standard		Ranged [5]		Target 1 creature	ACTION Standard	1	Range Melee Weapon		Target 1 creature
RESULT		Ranged [5]		1 creature	RESULT	1	Weice weapon		1 creature
			h golden radiance,	leaving a lingering ligh	nt You sm	ite your oe	with your weapons and	d brand it with a	ghostly glowing symbol.
that guide	•				1[W] S	tr mod dam	and 1 ally with 5 sq ga	nins + your Str m	od to hit until end of next
1d8 + Wis	s mod, on	e ally gains +2 to hit			turn.				
PHB 63					PHB 63	3			
				Attack Defense L	LEVEL				Attack Defense Level
Power N	IAME P	riest's Shield			1 Power	NAME			vs
Power Source Divine	DAMAGE N/A	Type Effect Type N/A	Accessories Weapon	Prerequisite/Requirement Cleric	Power Soul	RCE DAMAGI	E TYPE EFFECT TYPE N/A	ACCESSORIES N/A	Prerequisite/Requirement
ACTION	11/21	Range	Weapon	TARGET	ACTION		Range	10/11	Target
Standard RESULT		Melee Weapon		you and 1 ally	Standard RESULT	1	Melee Weapon		
	a minor c	lefensive prayer as yo	u attack.						
1[W]+Str	mod dam	and you and 1 ally g	ain +1 AC until en	d of next turn					
	mod dum	a una you una 1 uny g		d of next turn.					
PHB 63									
Power N	JAME			ATTACK DEFENSE L	Power	Name			ATTACK DEFENSE LEVEL
Power Source	E DAMAGE		Accessories	Prerequisite/Requirement	Power South	rce Damagi		Accessories	Prerequisite/Requirement
N/A Action	N/A	N/A Range	N/A	Target	N/A Action	N/A	N/A Range	N/A	Target
Standard		Melee Weapon		TAKOLI	Standard	i	Melee Weapon		PAROLI
RESULT					RESULT				1
Power N	Janes				Power	Num			ATTACK DEFENSE LEVEL
Power Source		Type Effect Type	Accessories	vs Prerequisite/Requirement			E TYPE EFFECT TYPE	Accessories	Vs Prerequisite/Requirement
N/A	N/A	N/A	N/A		N/A	N/A	N/A	N/A	
Action Standard		RANGE Melee Weapon		TARGET	ACTION Standard	i	Range Melee Weapon		Target
RESULT		1			RESULT				
-				ATTACK DEFENSE L	LEVEL				ATTACK DEFENSE LEVEL
Power N	AME			VS	Power	NAME			VS DEFENSE LEVEL
Power Source N/A	DAMAGE N/A	TYPE EFFECT TYPE N/A	Accessories N/A	Prerequisite/Requirement	Power Sout N/A	RCE DAMAGI	E TYPE EFFECT TYPE N/A	Accessories N/A	Prerequisite/Requirement
ACTION	11/71	Range	11/11	TARGET	ACTION		Range	11//11	Target
Standard RESULT		Melee Weapon			Standard RESULT	i	Melee Weapon		
					11.301.1				1

Dungeons and Oragons 4th Edition Melanie Campaign Dlayer's Name Lynn/David DEFENSE LEVEL ATTACK DEFENSE LEVEL POWER NAME Channel Divinity: Divine Fortune POWER NAME Channel Divinity: Turn Undead 1 1 Divine N/A N/A Cleric Divine Radiant N/A Implement Cleric Free Personal Standard Close Burst [2] each in burst In the face of peril, you hold true to your faith and receive a special boon. You sear undead foes, push them back and root them in place. Extended to Demons and Devils with Demonbane, Devilbane feats. You gain a +1 bonus to next attack roll or saving throw. 2d10 + Wis mod dam, push 3+Cha mod squares, immobilized until the end of next PHB 62 miss: half damage, no push or immoblization **PHB** 62 DEFENSE DEFENSE POWER NAME Raven Queen's Blessing POWER NAME Healing Word 1 N/A N/A Divine Healing N/A Cleric Divine N/A Healing Cleric you or 1 ally Free Ranged [10] Standard Close Burst [5] RESULT RESULT You whisper a brief prayer as diving light washes over your target, mending The Raven Queen grants a boon to those who send the dead on their way. wounds. When your attack drops an enemy to 0 HP, you or an ally can spend a healing Spend a healing surge and regain addl 1d6 HP surge. Use twice per encounter. PHB 200 PHB 62 ATTACK DEFENSE DEFENSE LEVEL POWER NAME Divine Glow POWER NAME Sanctuary vs Ref Wis 1 2 N/A Divine Radiant Implement N/A N/A N/A Cleric Divine Cleric Standard Close Blast [3] each enemy in blast Standard Ranged [10] you or one ally RESULT Murmuring a prayer, you invoke a blast of white radiance from holy symbol. You cast a protective ward upon a creature that makes enemies attacks less effective. 1d8[W] + Wis mod radiant dam Allies gain + 2 to hit until end of next turn. The target receives a +5 bonus to all defenses. The effect lasts until the target attacks or the end of your next turn. PHB 63 PHB 64 ATTACK DEFENSE ATTACK DEFENSE POWER NAME Split the Sky POWER NAME Strengthen the Faithful vs For Str vs AC Str 3 7 Weapon N/A Healing Weapon Divine Thunder N/A Cleric Divine Cleric Standard Melee Weapon Standard Melee Weapon 1 creature 1 creature RESULT RESULT You invoke ancient words of wrath as you attack with your weapon. Your You utter a solemn prayer as you bring your weapon down upon your foe. thundering power causes your foes to stumble backward and fall. 2[W]+Str mod dam and you and each adjacent ally spend a healing surge. Add 1[W]+Str mod thunder damage and push the target 2 sq and knock it prone. your Cha mod to HP. PHB 65 **PHB** 66 POWER NAME POWER NAME N/A N/A N/A N/A N/A N/A N/A N/A Melee Weapon Standard Melee Weapon Standard RESULT RESULT

DAILY POWERS For Oungeons and Oragons 4th Edicion



ATTACK Wis vs Will 1 ILES PREREQUISITE/REQUIREMENT THEN Cleric TARGET each enemy in blast	POWER NAME Rune of Peace Power Source Damage Type Effect Type Accessories Divine N/A Charm Weapon Action Range	ATTACK DEFENSE LEVE Str VS Will 5 PREREQUISITE/REQUIREMENT Cleric
nent Cleric TARGET	Divine N/A Charm Weapon	
cach chemy in blast	Standard Melee Weapon RESULT	Target 1 creature
ur allies. lealing powers are +5 until	You smash your weapon into your foe, leaving behind a glattacks. 1[W]+Str mod dam and the target cannot attack (save ends Miss: Target cannot attack you until the end of your next to PHB 65	s).
ATTACK DEFENSE LEVEL VS 6	POWER NAME Divine Power	ATTACK DEFENSE LEVI
Cleric Target you or 1 creature	Power Source Damage Type Effect Type Accessories Divine Radiant Healing Weapon Action Range Standard Close Burst [2] Result	Prerequisite/Requirement Cleric Target each enemy in burst
	You swing your weapon in a wide arc, create a halo that de 2[W]+Str mod radiant dam and push 1 sq effect: Until end of encounter, you gain regeneration +5 argain +2 to AC. PHB 67	
VS	POWER NAME POWER SOURCE DAMAGE TYPE EFFECT TYPE ACCESSORIES	vs Vs Prerequisite/Requirement
TARGET	N/A N/A N/A N/A ACTION RANGE	Target
ATTACK DEFENSE LEVEL VS	Power Name	ATTACK DEFENSE LEV
	N/A N/A N/A	Prerequisite/Requirement
TARGET	Standard Melee Weapon RESULT	TARGET
ATTACK DEFENSE LEVEL	POWER NAME	ATTACK DEFENSE LEV
	POWER SOURCE DAMAGE TYPE EFFECT TYPE ACCESSORIES	Prerequisite/Requirement
TARGET	N/A N/A N/A N/A ACTION RANGE Standard Melee Weapon RESULT	TARGET
l R	ATTACK DEFENSE LEVEL VS 6 RIES PREREQUISITE/REQUIREMENT Cleric TARGET you or 1 creature ATTACK DEFENSE LEVEL VS RIES PREREQUISITE/REQUIREMENT TARGET ATTACK DEFENSE LEVEL VS ATTACK DEFENSE LEVEL VS PEREQUISITE/REQUIREMENT	attacks. I[W]+Str mod dam and the target cannot attack (save ends Miss: Target cannot attack you until the end of your next in the property of the property o