

Kevlar
 Character Name

1
 Level

Dwarf
 Race

Male
 Gender

Good
 Alignment

green
 Hair

blue
 Eyes

5'3"
 Height

103
 Weight

Medium
 Size

Moradin
 Deity

Class
 Paragon
 Epic Destiny

Cleric



	Score	Mod
STR	16	+3
CON	14	+2
DEX	10	+0
INT	9	-1
WIS	16	+3
CHA	14	+2

AC 18 = 10+ 0 + 0 + 7 + 1

Fort 13 = 10+ 0 + 3 + 0 + 1

Ref 11 = 10+ 0 + 0 + 0 + 1

Will 15 = 10+ 0 + 3 + 2 + 1

Resistances
 Saving Throw Bonuses
 +5 to saves vs poison

Defense & Healing Notes
 Second wind as minor action

HP 26
 Bloodied
13

Current HP	Temp HP

Healing Surges **9** = 7 + 2 + 0

Surge Heals **6** = 6 + 0 + 0

Surges Used



Combat
 Initiative **0** = 0 + 0 + 0

Speed **5** = 5 + 0 - 0



Skills
 Passive Perception **13**
 Passive Insight **13**

Attack Power	Attack	AC	Damage	Effects & Notes	Freq
Priest's Shield	+5 vs AC	AC	1d10+3	you and 1 adjacent ally gain +1 AC for 1 round	At Will
Sacred Flame	+5 vs AC	AC	1d6+3	[radiant] ally +2 temp hp or make a save	At Will
Healing Strike	+5 vs AC	AC	2d10+4	target marked, 1 ally in 5 spends healing surge	Enc.
Turn Undead	+3 vs Will	Will	2d10+3	push target 4, immobilized	Enc.
Beacon of Hope	+3 vs Will	Will	2d10+3	Enemies weakened 1 round, +5 healing, heal 5	Daily
					...

Combat Notes
 Stand your ground: pushed 1 less square
 Make save to avoid being tripped
 +1 AC and Reflex versus Large opponents

Action Points Milestones

Additional AP Effects

Weapon / Implement	Range	Attack	Lvl	Abil	Prof	Enh	Feat	Misc	Damage	Abil	enh	feat	Misc	Properties / Notes
Warhammer		+5	0	3	2				1d10+3	3				
Holy Symbol		+3	0	3					X+3	3				
Thrown Hammer	5/10	+5	0	3	2				1d6+3	3				

	Total	1/2 lvl	Abil	Trained	Race	Misc	Armor
Acrobatics (Dex)	-1	0	0		0		-1
Arcana (Int)	-1	0	-1		0		
Athletics (Str)	+2	0	3		0		-1
Bluff (Cha)	+2	0	2		0		
Diplomacy (Cha)	+2	0	2		0		
Dungeoneering (Wis)	+5	0	3		2		
Endurance (Con)	+3	0	2		2		-1
Heal (Wis)	+8	0	3	✓	0		
History (Int)	+4	0	-1	✓	0		
Insight (Wis)	+3	0	3		0		
Intimidate (Cha)	+2	0	2		0		
Nature (Wis)	+3	0	3		0		
Perception (Wi)	+3	0	3		0		
Religion (Int)	+4	0	-1	✓	0		
Stealth (Dex)	-1	0	0		0		-1
Streetwise (Cha)	+2	0	2		0		
Thievery (Dex)	-1	0	0		0		-1
>> Custom	+0	0					

