

Isaiah Carter 4 Human Male Lawful Good
 Character Name Level Race Gender Alignment
 Black Hair Blue Eyes 5' 10" 175 Medium Jesus Christ
Height Weight Size Diety

Class Cleric
 Paragon
 Epic Destiny



	Score	Mod
STR	12	+1
CON	12	+1
DEX	14	+2
INT	10	+0
WIS	18	+4
CHA	14	+2

AC 18 = 10+ $\frac{1}{2}$ lvl 2 + Abil 6 + Armor 0 + Misc 0 + Misc 0 + Shield 0

Fort 15 = 10+ $\frac{1}{2}$ lvl 2 + Abil 1 + Class 0 + Misc 1 + Misc 1 + Shield 0
Ref 16 = 10+ $\frac{1}{2}$ lvl 2 + Abil 2 + Class 0 + Misc 1 + Misc 1 + Shield 0
Will 20 = 10+ $\frac{1}{2}$ lvl 2 + Abil 4 + Class 2 + Misc 1 + Misc 1 + Shield 0

Resistances
 Poison: 5

Saving Throw Bonuses

Defense & Healing Notes
 +2 to defenses vs fear
 +Wis mod to healing powers

HP 39

Bloodied
19

Current HP	Temp HP

Healing Surges **8** = Per Day 8 = Class 7 + Con 1 + Bonus 0

Surge Heals **9** = $\frac{1}{4}$ hp 9 + Misc 0 + Misc 0

Surges Used

--



Initiative **+4** = $\frac{1}{2}$ lvl 2 + Dex 2 + Misc 0

Speed **6** = Base 6 + Misc 0 + Armor 0



Passive Perception 16
 Passive Insight 21

Attack Power	Attack	AC	Damage	Effects & Notes	Freq
Lance of Faith	+7 vs Ref	Ref	1d8+5	[radiant] ally gains +2 to hit target	At Will
Priest's Shield	+6 vs AC	AC	1d6+1	you or adjacent ally gain +1 AC for 1 round	At Will
Sacred Flame	+7 vs Ref	Ref	1d8+5	[radiant] ally gains 4 temp hp or makes a save	At Will
Divine Glow	+7 vs Ref	Ref	1d8+5	[radiant] allies in blast gain +2 to hit	Enc.
Command	+7 vs Will	Will	none	dazed, plus knock prone or slide 6 squares	Enc.
Channel: Turn Undead	+7 vs Will	Will	1d10+5	push targets 5 squares, immobilized	Enc.
					...

Combat Notes

Action Points Milestones
 Additional AP Effects

Weapon / Implement	Range	Attack	Lvl	Abil	Prof	Enh	Feat	Misc	Damage	Abil	enh	feat	Misc	Properties / Notes
Crucifix	varies	+7	2	4		1			X+5	4	1			crit = +1d6 radiant
Silver Tipped Cane	melee	+6	2	1	2	1			1d6+2	1	1			
Black Powder Revolver	10/20	+7	2	2	3				1d10+2	2				

	Total	$\frac{1}{2}$ lvl	Abil	Trained	Race	Misc	Armor
Acrobatics (Dex)	+4	2	2	<input type="checkbox"/>	0	<input type="checkbox"/>	0
Arcana (Int)	+2	2	0	<input type="checkbox"/>	0	<input type="checkbox"/>	
Athletics (Str)	+3	2	1	<input type="checkbox"/>	0	<input type="checkbox"/>	0
Bluff (Cha)	+4	2	2	<input type="checkbox"/>	0	<input type="checkbox"/>	
Diplomacy (Cha)	+9	2	2	<input checked="" type="checkbox"/>	0	<input type="checkbox"/>	
Dungeoneering (Wis)	+6	2	4	<input type="checkbox"/>	0	<input type="checkbox"/>	
Endurance (Con)	+3	2	1	<input type="checkbox"/>	0	<input type="checkbox"/>	0
Heal (Wis)	+11	2	4	<input checked="" type="checkbox"/>	0	<input type="checkbox"/>	
History (Int)	+2	2	0	<input type="checkbox"/>	0	<input type="checkbox"/>	
Insight (Wis)	+11	2	4	<input checked="" type="checkbox"/>	0	<input type="checkbox"/>	
Intimidate (Cha)	+4	2	2	<input type="checkbox"/>	0	<input type="checkbox"/>	
Nature (Wis)	+6	2	4	<input type="checkbox"/>	0	<input type="checkbox"/>	
Perception (Wi)	+6	2	4	<input type="checkbox"/>	0	<input type="checkbox"/>	
Religion (Int)	+7	2	0	<input checked="" type="checkbox"/>	0	<input type="checkbox"/>	
Stealth (Dex)	+4	2	2	<input type="checkbox"/>	0	<input type="checkbox"/>	0
Streetwise (Cha)	+4	2	2	<input type="checkbox"/>	0	<input type="checkbox"/>	
Thievery (Dex)	+4	2	2	<input type="checkbox"/>	0	<input type="checkbox"/>	0
Science	+7	2	0	<input checked="" type="checkbox"/>		<input type="checkbox"/>	

Feats

Languages

Feat	Description / Notes	Source
Channel Div: 23rd Psalm	Burst 5, allies get +2 will vs fear, or save vs fear	
WP: Firearms	Pistol: +3 prof, 1d10, 6 shots, reload 1 min	
(Cleric) Ritual Caster	Cast Rituals: Know Gentle Repose + one 1st	
Dead Man Walking	+2 to defenses for enc if missed by fear attack	
Courage	+2 to defenses versus effects with the Fear keyword	

Wealth
 PP SP
 GP CP
 Astrl Diam
 Residuum
 10 cp = 1 sp 100 gp = 1 pp 10 sp = 1 gp 100 pp = 1 ad
 50 coins = 1 lb

Misc Valuables	Value

Abilities

Ability Name	Description / Notes	Source
Channel Divinity	Can only use one Channel Divinity per encounter	
Healer's Lore	Cleric powers with healing keyword gain +Wismod	

Equipment

Equipment Worn

Armor

	AC	Speed	Check	Weight
--	----	-------	-------	--------

 Notes

Shield

	AC	Speed	Check	Weight
--	----	-------	-------	--------

 Notes

Slot	Item	Notes
Head		
Neck	<i>Wedding Ring (on chain)</i>	+1 to fort, ref, will; 1/day, resist all 5 for 1 round
Arms		
Hands		
Ring		
Ring		
Waist		
Feet		

Equipment Carried (List items indented under their containers)

Item	Wt	Item	Wt
Backpack	2	<i>+1 crucifix of hope</i>	0
Bedroll	5	<i>+1 silver walking cane</i>	2
Flint and steel		Holy Water (x4)	2
Pouch, belt (empty)	0.5		
Rations, trail (10 days)	10		
Rope, hempen (50 ft.)	10		
Sunrods (2)	2		
Waterskin	4		
		Clothes	5
		Wealth	1

Normal Load Medium Load Normal Load Total Carried

Experience Current XP Next Level

