

Player Name \_\_\_\_\_

Character Name **Marvin (Mahrvrakath)** Level **7** Class **Cleric** Paragon Path **Silvanus** Epic Destiny **0** Total XP \_\_\_\_\_

Race **Kalashtar** Size **Medium** Gender **Male** Alignment **Unaligned** Deity **Silvanus** Adventuring Company or Other Affiliations \_\_\_\_\_

### INITIATIVE

SCORE	DEX	1/2 LEVEL	MISC
<b>2</b>	<b>Initiative</b>	<b>-1</b>	<b>3</b>

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10+ 1/2 LVL	ARMOR / ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>20</b>	<b>AC</b>	<b>13</b>	<b>6</b>	<b>0</b>	<b>0</b>	<b>1</b>	<b>0</b>	<b>0</b>

CONDITIONAL BONUSES

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
<b>5</b>	<b>Speed</b> (Squares)	<b>6</b>	<b>-1</b>	<b>0</b>

SPECIAL MOVEMENT

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
<b>10</b>	<b>STR</b> Strength	<b>0</b>	<b>3</b>
<b>10</b>	<b>CON</b> Constitution	<b>0</b>	<b>3</b>
<b>8</b>	<b>DEX</b> Dexterity	<b>-1</b>	<b>2</b>
<b>10</b>	<b>INT</b> Intelligence	<b>0</b>	<b>3</b>
<b>20</b>	<b>WIS</b> Wisdom	<b>5</b>	<b>8</b>
<b>20</b>	<b>CHA</b> Charisma	<b>5</b>	<b>8</b>

### FORT

DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>15</b>	<b>13</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>2</b>	<b>0</b>	<b>0</b>

CONDITIONAL BONUSES

### REF

DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>15</b>	<b>13</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>2</b>	<b>0</b>	<b>0</b>

CONDITIONAL BONUSES

### WILL

DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>22</b>	<b>13</b>	<b>5</b>	<b>2</b>	<b>0</b>	<b>2</b>	<b>0</b>	<b>0</b>

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<b>25</b>	<b>Passive Insight</b>	<b>10</b>	<b>15</b>
<b>18</b>	<b>Passive Perception</b>	<b>10</b>	<b>8</b>

SPECIAL SENSES

### ATTACK WORKSPACE

ABILITY:

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>9</b>	<b>3</b>	<b>5</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>1</b>	<b>0</b>

ABILITY:

### DAMAGE WORKSPACE

ABILITY:

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>3</b>	<b>3</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>

### HIT POINTS

MAX HP	BLOODED	HEALING SURGES	
		SURGE VALUE	SURGES/DAY
<b>42</b>	<b>21</b>	<b>11</b>	<b>7</b>

1/2 HP      1/4 HP

### ACTION POINTS

MILESTONES	ACTION POINTS
<b>0</b>	<b>1</b>
<b>1</b>	<b>2</b>
<b>2</b>	<b>3</b>

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### HIT POINT TRACK

CURRENT HIT POINTS \_\_\_\_\_ CURRENT SURGE USES \_\_\_\_\_

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS \_\_\_\_\_

DEATH SAVING THROW FAILURES

SAVING THROW MODS \_\_\_\_\_

RESISTANCES \_\_\_\_\_

CURRENT CONDITIONS AND EFFECTS \_\_\_\_\_

### RACE FEATURES

ABILITY SCORE MODS **+2 Wis and Cha**

Telepathy 5

Dual Soul

- Save vs Daze or Domination at start of round

Bastion of Mental Clarity (power)

### DAMAGE TRACK

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>6</b>	<b>5</b>	<b>0</b>	<b>1</b>	<b>0</b>	<b>0</b>

ABILITY: **+ Healing**

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>7</b>	<b>5</b>	<b>1</b>	<b>1</b>	<b>0</b>	<b>0</b>

### SKILLS

BONUS	SKILL NAME	ABIL MOD	TRND	ARMOR	PENALTY	MISC
		+1/2 LVL	(+5)			
<b>1</b>	<b>Acrobatics</b>	<b>DEX</b>	<b>2</b>	<b>0</b>	<b>-1</b>	<b>0</b>
<b>3</b>	<b>Arcana</b>	<b>INT</b>	<b>3</b>	<b>0</b>	<b>n/a</b>	<b>0</b>
<b>2</b>	<b>Athletics</b>	<b>STR</b>	<b>3</b>	<b>0</b>	<b>-1</b>	<b>0</b>
<b>8</b>	<b>Bluff</b>	<b>CHA</b>	<b>8</b>	<b>0</b>	<b>n/a</b>	<b>0</b>
<b>13</b>	<b>Diplomacy</b>	<b>CHA</b>	<b>8</b>	<b>5</b>	<b>n/a</b>	<b>0</b>
<b>8</b>	<b>Dungeoneering</b>	<b>WIS</b>	<b>8</b>	<b>0</b>	<b>n/a</b>	<b>0</b>
<b>2</b>	<b>Endurance</b>	<b>CON</b>	<b>3</b>	<b>0</b>	<b>-1</b>	<b>0</b>
<b>19</b>	<b>Heal</b>	<b>WIS</b>	<b>8</b>	<b>5</b>	<b>n/a</b>	<b>6</b>
<b>3</b>	<b>History</b>	<b>INT</b>	<b>3</b>	<b>0</b>	<b>n/a</b>	<b>0</b>
<b>15</b>	<b>Insight</b>	<b>WIS</b>	<b>8</b>	<b>5</b>	<b>n/a</b>	<b>2</b>
<b>8</b>	<b>Intimidate</b>	<b>CHA</b>	<b>8</b>	<b>0</b>	<b>n/a</b>	<b>0</b>
<b>8</b>	<b>Nature</b>	<b>WIS</b>	<b>8</b>	<b>0</b>	<b>n/a</b>	<b>0</b>
<b>8</b>	<b>Perception</b>	<b>WIS</b>	<b>8</b>	<b>0</b>	<b>n/a</b>	<b>0</b>
<b>8</b>	<b>Religion</b>	<b>INT</b>	<b>3</b>	<b>5</b>	<b>n/a</b>	<b>0</b>
<b>1</b>	<b>Stealth</b>	<b>DEX</b>	<b>2</b>	<b>0</b>	<b>-1</b>	<b>0</b>
<b>8</b>	<b>Streetwise</b>	<b>CHA</b>	<b>8</b>	<b>0</b>	<b>n/a</b>	<b>0</b>
<b>1</b>	<b>Thievery</b>	<b>DEX</b>	<b>2</b>	<b>0</b>	<b>-1</b>	<b>0</b>

### CLASS / PATH / DESTINY FEATURES

Channel Divinity

Healer's Lore

+ Wis to abilities with Healing descriptor

Healing Word (power)

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
_____ vs _____	_____	_____	_____
_____ vs _____	_____	_____	_____
_____ vs _____	_____	_____	_____
_____ vs _____	_____	_____	_____

### FEATS

Ritual Casting

Pacifist Healer

Healer's Implement

Mark of Healing

Blessing of Silvanus [Divinity]

### LANGUAGES KNOWN

Common

