

Betty 5 5 500
 Character Name Total XP
 Hamadryad Sehanine
 Race Deity

Paragon Path Adventuring Company
 Unaligned RPGA Number
 Alignment Company

INITIATIVE

DEX	1/2 LVL	MISC
2	2	

DEFENSES

10+ ARMOR/ABIL	CLASS	FEAT	ENH	MISC
19	AC	12	6	1

MOVEMENT

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

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
47	23	11

ABILITY SCORES

SCORE	ABILITY	MOD + 1/2 LVL
8	STR Strength	1
10	CON Constitution	2
11	DEX Dexterity	2
12	INT Intelligence	3
20	WIS Wisdom	7
18	CHA Charisma	6

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
22	Passive Insight	10	12
19	Passive Perception	10	9

ACTION POINTS

SCORE	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

FEATS

Ritual Caster - Master and perform rituals

Pacifist Healer - Your healing powers are better, but you're punished for damaging bloodied foes

Toughness - Gain 5 additional hit points, 10 at 11th, 15 at 21st

Defensive Healing Word - Bonus to recipient's defenses when you use healing word

RACE FEATURES

Elemental Origin - You have the elemental origin

Female Only - All hamadryads are female

Oaken Vitality - Gain +5 Endurance to resist starvation, the **Tree Mind** - Gain +2 racial bonus to saving throws against **Hamadryad Aspects** - Gain the hamadryad aspects power

Fey Origin - You have the fey origin

Forest Walk (Hamadryad) - You ignore difficult terrain th.

CLASS / PATH / DESTINY FEATURES

Windlord Starting Feature - Your origin becomes elemental; gain Primordial language, +2 bonus to Athletics and Perception checks, and the wind fury assault power

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 - Gain the healing word power; minor action.

Ritual Casting - Gain Ritual Caster as a bonus feat.

Windlord Level 5 Feature - Fly 1 additional square with

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
1	Acrobatics	2	0	-1	0
8	Arcana	3	5	n/a	0
2	Athletics	1	0	-1	2
6	Bluff	6	0	n/a	0
8	Diplomacy	6	0	n/a	2
7	Dungeoneering	7	0	n/a	0
1	Endurance	2	0	-1	0
12	Heal	7	5	n/a	0
3	History	3	0	n/a	0
12	Insight	7	5	n/a	0
6	Intimidate	6	0	n/a	0
11	Nature	7	0	n/a	4
9	Perception	7	0	n/a	2
8	Religion	3	5	n/a	0
1	Stealth	2	0	-1	0
6	Streetwise	6	0	n/a	0
1	Thiery	2	0	-1	0

ATTACK WORKSPACE

ABILITY: Astral Seal - Symbol of the Holy Nimbus +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+10	2	5				1	2

ABILITY: Sacred Flame - Symbol of the Holy Nimbus +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+8	2	5				1	

DAMAGE WORKSPACE

ABILITY: Sacred Flame - Symbol of the Holy Nimbus +1

DAMAGE	ABIL	FEAT	ENH	MISC
1d6+6	5		1	

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
4	vs AC	Medic's Mace +1	1d8+1

CHARACTER NAME
Betty 5

PLAYER NAME

RACE Hamadryad

CLASS Cleric

LEVEL 5

SCORE ABILITY MOD

HP 47

STR -1

AC 19

Spd 5

CON +0

Fort 14

Init +2

DEX +0

Ref 15

22

Passive Insight

19

Passive Perception

PLAY DATA

DUNGEONS & DRAGONS

Astral Seal

KEYWORDS Divine, Healing, Implement

USED

Standard + 5

Ranged 5

ACTION

RANGE

10 vs Reflex

One creature

ATTACK

TARGET

Attack: Wisdom +2 vs. Reflex

Hit: Until the end of your next turn, the target takes a -2 penalty to all defenses. The next ally who hits it before the end of your next turn regains hit points equal to 2 + your Charisma modifier (+4).

Symbol of the Holy Nimbus +1: +10 attack

ADDITIONAL EFFECTS

CLASS Cleric

LEVEL 1

BOOK DP

AT-WILL POWER

DUNGEONS & DRAGONS

Sacred Flame

KEYWORDS Divine, Implement, Radiant

USED

Standard + 5

Ranged 5

ACTION

RANGE

8 vs Reflex

One creature

ATTACK

TARGET

Attack: Wisdom vs. Reflex

Hit: 1d6 + Wisdom modifier (+5) radiant damage, and one ally you can see chooses either to make a saving throw or to gain temporary hit points equal to your Charisma modifier (+4) + one-half your level.
Level 21: 2d6 + Wisdom modifier (+5) radiant damage.

Symbol of the Holy Nimbus +1: +8 attack, 1d6+6 damage

ADDITIONAL EFFECTS

CLASS Cleric

LEVEL 1

BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS

Action Point

ADDITIONAL EFFECTS



Effect: Gain a standard action this turn.

Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

Melee Basic Attack

KEYWORDS Weapon

USED

Standard * +

Melee weapon

ACTION

RANGE

4 vs AC

One creature

ATTACK

DEFENSE

DEFENSE

TARGET

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier (-1) damage. Increase damage to 2[W] + Strength modifier (-1) damage at 21st level.

Medic's Mace +1: +4 attack, 1d8+1 damage

ADDITIONAL EFFECTS

CLASS

LEVEL *

BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS

Favor of the Gods

KEYWORDS Channel Divinity, Divine

USED

Minor +

Close burst 3

ACTION

RANGE

vs

One creature in the burst

ATTACK

DEFENSE

TARGET

Special: You can use only one channel divinity power per encounter

Effect: The next time the target misses with an attack roll before the end of your next turn, it can reroll that attack roll. It must use the new result, even if it is lower.

ADDITIONAL EFFECTS

CLASS Cleric

LEVEL

BOOK Dragon 400

ENCOUNTER POWER

DUNGEONS & DRAGONS

Prophetic Guidance

KEYWORDS Divine

USED

Standard + 5

Ranged 5

ACTION

RANGE

vs

One enemy

ATTACK

DEFENSE

TARGET

Effect: The target grants combat advantage until the end of your next turn, and your allies gain a power bonus to damage rolls against the target equal to your Wisdom modifier (+5) until the end of your next turn. The next ally who misses the target before the end of your next turn can reroll the attack.

ADDITIONAL EFFECTS

CLASS Cleric

LEVEL 1

BOOK Dragon 386

ENCOUNTER POWER

DUNGEONS & DRAGONS

Healer's Mercy

KEYWORDS: Divine, Healing

Standard	+	10	Close burst 5
ACTION	5	←	RANGE
vs			Each bloodied ally in burst
ATTACK			DEFENSE
			TARGET

Channel Divinity: You can use only one channel divinity power per encounter
Effect: Each target can spend a healing surge. You are weakened until the end of your next turn.

ADDITIONAL EFFECTS

CLASS: Cleric

LEVEL: 5

BOOK: DP

ENCOUNTER POWER

Hymn of Resurgence

KEYWORDS: Divine, Implement

Standard	+	5	Close blast 5
ACTION	5	←	RANGE
vs			Each enemy in blast
ATTACK			DEFENSE
			TARGET

Attack: Wisdom vs. Fortitude
Hit: The target takes a -2 penalty to all defenses until the end of your next turn. When any ally hits the target before the end of your next turn, the target is knocked prone.
Effect: Each ally in the blast can choose either to gain 5 temporary hit points or to make a saving throw.

Symbol of the Holy Nimbus +1: +8 attack

ADDITIONAL EFFECTS

CLASS: Cleric

LEVEL: 3

BOOK: DP

ENCOUNTER POWER

Wind Fury Assault

KEYWORDS: Elemental, Weapon

Standard	*	+	Melee or Ranged weapon
ACTION	←	5	RANGE
vs			
ATTACK			DEFENSE
			TARGET

Effect: You can fly up to your speed. At any point during this movement, you can make the following attack.
Target: One creature
Attack: Your highest ability modifier vs. AC
Hit: 1[W] + your highest ability modifier damage, and you can slide the target 1 square.
 Level 11: 2[W] + your highest ability modifier damage.
 Level 21: 3[W] + your highest ability modifier damage.

ADDITIONAL EFFECTS

CLASS: Cleric

LEVEL: *

BOOK: HOTE

ENCOUNTER POWER

Moment of Glory

KEYWORDS: Divine, Fear, Implement

Standard	+	5	Close blast 5
ACTION	5	←	RANGE
vs			Each enemy in blast
ATTACK			DEFENSE
			TARGET

Attack: Wisdom vs. Will
Hit: You push the target 3 squares and knock it prone.
Effect: You and each ally in the blast gain resist 5 to all damage until the end of your next turn.
Sustain Minor: The effect persists.

Symbol of the Holy Nimbus +1: +8 attack

ADDITIONAL EFFECTS

CLASS: Cleric

LEVEL: 1

BOOK: DP

DAILY POWER

Revealing Light

KEYWORDS: Divine, Implement, Radiant

Standard	+	10	Ranged 10
ACTION	8	←	RANGE
vs			One creature
ATTACK			DEFENSE
			TARGET

Attack: Wisdom vs. Reflex. The attack ignores concealment and cover.
Hit: 3d6 + Wisdom modifier (+5) radiant damage.
Effect: The target takes ongoing 5 radiant damage and cannot become hidden (save ends both).

Symbol of the Holy Nimbus +1: +8 attack, 3d6+6 damage

ADDITIONAL EFFECTS

CLASS: Cleric

LEVEL: 5

BOOK: DP

DAILY POWER

Hamadryad Aspects

KEYWORDS: Personal

Minor	+	5	Personal
ACTION	←	5	RANGE
AT-WILL			ENCOUNTER
			DAILY

Effect: Choose one of the following aspects each time you use this power. You gain that aspect's benefits.
Spellbinding Beauty: Every enemy that can see you grants combat advantage to you until the end of your next turn.
Wooden Form: You gain resist 5 to all damage until the end of your next turn.
 Level 11: Resist 10.
 Level 21: Resist 15.

ADDITIONAL EFFECTS

CLASS: Hamadryad

LEVEL: *

BOOK: HOTE

UTILITY POWER

Second Wind

KEYWORDS: Personal

Standard	+	5	Personal
ACTION	←	5	RANGE
AT-WILL			ENCOUNTER
			DAILY

Effect: Spend a healing surge and gain a +2 bonus to all defenses until the start of your next turn.
Windlord Level 5 Feature: Whenever you use your second wind, you can push each creature adjacent to you 1 square.

ADDITIONAL EFFECTS

CLASS: Cleric

LEVEL: *

BOOK: PH

UTILITY POWER

Healing Word

KEYWORDS: Healing

Minor	+	5	Close burst 5 (10 at 11th level, 15 additional hit points)
ACTION	←	5	RANGE
AT-WILL			ENCOUNTER
			DAILY

Target: You or one ally in the burst
Effect: The target can spend a healing surge and regain 1d6 additional hit points.
 Level 6: 2d6 additional hit points.
 Level 11: 3d6 additional hit points.
 Level 16: 4d6 additional hit points.
 Level 21: 5d6 additional hit points.
 Level 26: 6d6 additional hit points.
Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter.
Defensive Healing Word: When you use your healing word, the target also gains a power bonus to all defenses equal to your Charisma modifier (+4) against the next attack made against him or her before the end of your next turn.

ADDITIONAL EFFECTS

CLASS: Cleric

LEVEL: 1

BOOK: PH

UTILITY POWER

Hamadryad Aspects

KEYWORDS: Personal

Minor	+	5	Personal
ACTION	←	5	RANGE
AT-WILL			ENCOUNTER
			DAILY

Effect: Choose one of the following aspects each time you use this power. You gain that aspect's benefits.
Spellbinding Beauty: Every enemy that can see you grants combat advantage to you until the end of your next turn.
Wooden Form: You gain resist 5 to all damage until the end of your next turn.
 Level 11: Resist 10.
 Level 21: Resist 15.

ADDITIONAL EFFECTS

CLASS: Hamadryad

LEVEL: *

BOOK: HOTE

UTILITY POWER

Second Wind

KEYWORDS: Personal

Standard	+	5	Personal
ACTION	←	5	RANGE
AT-WILL			ENCOUNTER
			DAILY

Effect: Spend a healing surge and gain a +2 bonus to all defenses until the start of your next turn.
Windlord Level 5 Feature: Whenever you use your second wind, you can push each creature adjacent to you 1 square.

ADDITIONAL EFFECTS

CLASS: Cleric

LEVEL: *

BOOK: PH

UTILITY POWER

Healing Word

KEYWORDS: Healing

Minor	+	5	Close burst 5 (10 at 11th level, 15 additional hit points)
ACTION	←	5	RANGE
AT-WILL			ENCOUNTER
			DAILY

Target: You or one ally in the burst
Effect: The target can spend a healing surge and regain 1d6 additional hit points.
 Level 6: 2d6 additional hit points.
 Level 11: 3d6 additional hit points.
 Level 16: 4d6 additional hit points.
 Level 21: 5d6 additional hit points.
 Level 26: 6d6 additional hit points.
Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter.
Defensive Healing Word: When you use your healing word, the target also gains a power bonus to all defenses equal to your Charisma modifier (+4) against the next attack made against him or her before the end of your next turn.

ADDITIONAL EFFECTS

CLASS: Cleric

LEVEL: 1

BOOK: PH

UTILITY POWER

Healing Word

KEYWORDS: Healing

Minor	+	5	Close burst 5 (10 at 11th level, 15 additional hit points)
ACTION	←	5	RANGE
AT-WILL			ENCOUNTER
			DAILY

Target: You or one ally in the burst
Effect: The target can spend a healing surge and regain 1d6 additional hit points.
 Level 6: 2d6 additional hit points.
 Level 11: 3d6 additional hit points.
 Level 16: 4d6 additional hit points.
 Level 21: 5d6 additional hit points.
 Level 26: 6d6 additional hit points.
Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter.
Defensive Healing Word: When you use your healing word, the target also gains a power bonus to all defenses equal to your Charisma modifier (+4) against the next attack made against him or her before the end of your next turn.

ADDITIONAL EFFECTS

CLASS: Cleric



LEVEL: 1

BOOK: PH

UTILITY POWER

Life Transference

KEYWORDS Divine, Healing

Standard *   Melee touch

ACTION RANGE

AT-WILL ENCOUNTER DAILY

Target: One creature
Effect: You take damage equal to your healing surge value, which can't be reduced in any way. The target regains hit points equal to twice that value.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 2 BOOK DP

Symbol of the Holy Nimbus +1

DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls	4	+1d6 damage per plus	CRITICAL

ENHANCEMENT LEVEL

PROPERTIES
 When you use the healing word power during a combat encounter, you and each ally within 5 squares of you also gain temporary hit points equal to your Charisma modifier + the symbol's enhancement bonus.

AT-WILL ENCOUNTER DAILY

POWER
Rarity: Common

ITEM SLOT Off-hand WEIGHT 0 PRICE 840 BOOK AVZ

MAGIC WEAPON

Medic's Mace +1

1d8	2	Mace	
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls	4	+1d6 radiant damage	CRITICAL

ENHANCEMENT LEVEL

PROPERTIES
 When you use a Channel Divinity power during combat, an ally within 10 squares of you regains an amount of hit points equal to your Charisma modifier plus this weapon's enhancement bonus. Versatile

Melee Basic Attack: +4 attack, 1d8+1 damage

AT-WILL ENCOUNTER DAILY

POWER
Rarity: Uncommon
Power (Daily): Standard Action. Gain one additional use of Channel Divinity for this encounter.

ITEM SLOT One-hand WEIGHT 6 PRICE 840 BOOK PH

MAGIC WEAPON

Amulet of Protection +2

			1
AC BONUS	CHECK	SPEED	QUANTITY
+2 Fortitude, Reflex, and Will	6	Neck Slot Item	

ENHANCEMENT LEVEL

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER
Rarity: Common

ITEM SLOT Neck WEIGHT 0 PRICE 1800 BOOK PH

MAGIC ITEM

Healer's Chainmail +1

6	-1	-1	1
AC BONUS	CHECK	SPEED	QUANTITY
+1 AC		5	Armor

ENHANCEMENT LEVEL

PROPERTIES
 When you use a healing power that lets a creature spend a healing surge to regain hit points, the target regains additional hit points equal to the armor's enhancement bonus.

AT-WILL ENCOUNTER DAILY

POWER
Rarity: Uncommon

ITEM SLOT Body WEIGHT 40 PRICE 1000 BOOK PH

MAGIC ITEM