

Player Name **NPC**

Godefroi Itlestein 1 Cleric 529
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Human Medium 25 Male 6' 205 Good Bahamut Gilde de l'Oeil noir
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company or Other Affiliations

INITIATIVE

SCORE	DEX	1/2 LEVEL	MISC
0	Initiative	0	0

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
17	AC	10	7	0	0	0	0	0

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	6	-1	0

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
14	STR Strength	2	2
12	CON Constitution	1	1
10	DEX Dexterity	0	0
11	INT Intelligence	0	0
18	WIS Wisdom	4	4
13	CHA Charisma	1	1

FORT

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	10	2	0	0	0	1	0

CONDITIONAL BONUSES

REF

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
11	10	0	0	0	0	1	0

CONDITIONAL BONUSES

WILL

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	10	4	2	0	0	1	0

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
19	Passive Insight	10	+
14	Passive Perception	10	+

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Mace

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 4	0	2	0	2	0	0	0

ABILITY: Sling

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 2	0	0	0	2	0	0	0

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
24	12	6
	1/2 HP	1/4 HP

HEALING SURGES SURGES/DAY: 8

ACTION POINTS

1	MILESTONES	ACTION POINTS
1	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE

DAMAGE

ABIL	FEAT	ENH	MISC	MISC
0	0	0	0	0

ABILITY:

ABIL	FEAT	ENH	MISC	MISC
0	0	0	0	0

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

Human Defense Bonus

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
STR	vs AC	Mace (Versatile)	1d8+2
DEX	vs AC	Sling (Load free)	1d6+2
	vs		
	vs		

SKILLS

BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
0	Acrobatics	DEX	0	0	0	0
5	Arcana	INT	0	5	n/a	0
2	Athletics	STR	2	0	0	0
1	Bluff	CHA	1	0	n/a	0
6	Diplomacy	CHA	1	5	n/a	0
4	Dungeoneering	WIS	4	0	n/a	0
1	Endurance	CON	1	0	0	0
9	Heal	WIS	4	5	n/a	0
0	History	INT	0	0	n/a	0
9	Insight	WIS	4	5	n/a	0
1	Intimidate	CHA	1	0	n/a	0
4	Nature	WIS	4	0	n/a	0
4	Perception	WIS	4	0	n/a	0
5	Religion	INT	0	5	n/a	0
0	Stealth	DEX	0	0	0	0
1	Streetwise	CHA	1	0	n/a	0
0	Thievery	DEX	0	0	0	0

CLASS / PATH / DESTINY FEATURES

FEATS

Channel Divinity: Turn Undead

Channel Divinity: Divine Fortune

Healing Word

Armor proficiency: Scale

Healer's Lore

Ritual Caster

LANGUAGES KNOWN

Common

Supernal

POWER INDEX	
List your powers below. Check the box when the power is used. Clear the box when the power renews.	
AT-WILL POWERS	
Righteous Brand	
Lance of Faith	
Sacred Flame	
ENCOUNTER POWERS	
Healing Strike	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
DAILY POWERS	
Cascade of Light	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
UTILITY POWERS	
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

MAGIC ITEM INDEX	
List your powers below. Check the box when the power is used. Clear the box when the power renews.	
MAGIC ITEMS	
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
ARMOR	<input type="checkbox"/>
ARMS	<input type="checkbox"/>
FEET	<input type="checkbox"/>
HANDS	<input type="checkbox"/>
HEAD	<input type="checkbox"/>
NECK	<input type="checkbox"/>
RING	<input type="checkbox"/>
RING	<input type="checkbox"/>
WAIST	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
<i>Daily Item Powers Per Day</i>	
Heroic (1-10)	<input type="checkbox"/> Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Paragon (11-20)	<input type="checkbox"/> <input type="checkbox"/> Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Epic (21-30)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>

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PERSONALITY TRAITS

Généreux, Naïf

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES

SESSION AND CAMPAIGN NOTES

OTHER EQUIPMENT	
Adventurer's kit	
Rations sèches: 60 jours	

RITUALS	
Gentle Repose (Level 1)	
Silence (Level 1)	

COINS AND OTHER WEALTH	
154 GP	
20 SP	