

Mielka Dawnhammer

Character Name

1

Level

e.

Player Name

Cleric

Class

Paragon Path

Epic Destiny

Experience Points

Dwarf

Medium

Lawful Good

Moradin

Race

Size

Alignment

Deity

Adventuring Company



ABILITY SCORES

Ability scores grid for STR (13), CON (14), DEX (10), INT (12), WIS (19), and CHA (14) with modifiers and racial bonuses.

DEFENSES

Defense scores for AC (17), FORT (12), REF (12), and WILL (16) with various modifiers.

INITIATIVE

Initiative score of +0 with breakdown by ability score.

MOVEMENT

Speed of 5 squares with breakdown by armor, item, feat, and enhancement.

ACTION POINTS

Action points table showing milestones and total points.

POWERS KNOWN

Counters for powers known at-will, encounter, daily, utility, paragon path, and epic destiny.

SENSES

Senses section for Passive Insight (19) and Passive Perception (14) with special sense checkboxes.

SKILLS

Skills section listing various skills like Acrobatics, Arcana, Athletics, Bluff, Diplomacy, Dungeoneering, Endurance, Heal, History, Insight, Intimidate, Nature, Perception, Religion, Stealth, Streetwise, and Thievery.

HEALTH AND CONDITIONS

Health and conditions section including Max HP (26), Bloodied (13), Healing Surges (6), and Toughness Feat.

Conditions section listing various status effects like Blinded, Dazed, Deafened, etc.

COMBAT WORKSPACE

Combat workspace section for Warhammer, Lance of Faith, Priest's Shield, Healing Strike, and Beacon of Hope, including attack matrices and damage calculations.

NOTES: Shield - Daily Power (Std): You+Ally gain -10 dmg until end of next turn.

