

Bragis Bloodstauncher

CHARACTER

Dwarf

RACE

14

LEVEL

Cleric

CLASS (MULTICLASS)

Warpriest

PARAGON PATH

Good

ALIGNMENT

59

AGE

5'

HT.

212

WT.

Brown

HAIR

Green

EYES

Right

HAND

M

SIZE

Male

GENDER

Low-light

VISION

ABILITY SCORES

		mod	check
Strength	20	+5	+12
Constitution	14	+2	+9
Dexterity	11	+0	+7
Intelligence	13	+1	+8
Wisdom	20	+5	+12
Charisma	14	+2	+9

DEFENSES

		misc
AC	27	+1 vs. Large or larger foes +2 vs. opportunity attack
Fort	25	
Ref	21	+1 vs. Large or larger foes
Will	27	

LIFE and DEATH

HP	Bloodied	Current
101	50	
Healing Surges		13
Surge Value		27
Death Saves		

BASIC ATTACKS

Melee 1	abil	level	prof	feat	magic	misc		damage	crit									
+3 vicious battleaxe	5	+	7	+	2	+	0	+	3	+	0	=	+17	vs.	AC		1d10+10	20+3d12+2d10

Melee 2	abil	level	prof	feat	magic	misc	damage	crit
n/a		7						

Range: 15/30																		
	abil		level		prof		feat		magic		misc				damage			crit
+1 crossbow		0	+	7	+	2	+	0	+	1	+	0	=	+10	vs.	AC	1d8+1	9+1d6

MOVEMENT

Speed	5
Run	7
Teleport	n/a
(type of power)	
Other	n/a
Other	n/a

RITUALS

name	type	value of components in gp
Gentle Repose	Heal	Reagents 10
Comprehend Languages	Arcana	Salve 510
Remove Affliction	Heal	Herbs
		Incense
		Residium

LANGUAGESCommon
Dwarven**INITIATIVE**

Dex & level	misc
+7 = 7 +	

WEALTH82 gp
3 sp**SKILLS**

trained skills are italicized

Acrobatics	Dex	6
Arcana	Int	13
Athletics	Str	11
Bluff	Cha	9
Diplomacy	Cha	9
Dungeoneer	Wis	14
Endurance	Con	13
Heal	Wis	17
History	Int	8
Insight	Wis	17
Intimidate	Cha	8
Nature	Wis	12
Perception	Wis	12
Religion	Int	13
Stealth	Dex	6
Streetwise	Cha	9
Thievery	Dex	6
Other		

conditional bonuses

+2 when climbing

ACTION POINTS

points	mark when used this encounter

SAVES and RESISTANCESaves
+5 vs. poisonResist
5 cold
5 fire**PASSIVE CHECKS**

Insight	27
Perception	22

EQUIPMENT and LOAD

item	#	wt.	location	slot
exalted chainmail +3	1	40	body	armor
+3 vicious battleaxe	1	6	hand	main hand
+1 crossbow	1	4	sheath	
symbol of hope +3	1	0	neck	
backpack	1	2	back	
belt pouch	2	1	belt	
crossbow bolts	20	2	quiver	
bedroll	1	5	pack	
journeybread (days)	10	1	pouch	
waterskin (full)	1	4	belt	

item	#	wt.	location	slot
cloak of survival +3	1	4	neck	neck
silk rope (feet)	50	5	pack	
everburning torch	1	1	hand	
ritual book	1	3	pouch	
grappling hook	1	4	rope	
pitons	10	5	pack	
hammer	1	2	pack	
cask of ale	1	5	back	
potion of vitality	1	0	belt	

Load

90

Normal (Carry)

140

Heavy Load (Lift)

280

Max Push/Drag

700

RACE FEATURES

- Low-light vision
- Proficient w/ throwing hammer & warhammer
- Use second wind as minor action
- Move at normal speed in heavy armor or heavy load
- You move 1 less square due to push, pull, or slide
- Cast-iron stomach (see saves)

CLASS and PATH FEATURES

- Channel Divinity: see powers
- healer's lore: add +5 to amount healed by your powers with Healing keyword
- healing word: see powers
- extra damage action: see powers
- warpriest's strategy: once per encounter, if you or an adjacent ally rolls a 1 when making a melee attack or close attack, you can call for a reroll
- warpriest's training: gain a +1 bonus to AC when wearing armor
- Proficient with simple and military melee and ranged weapons; cloth, leather, and hide armor

FEATS

- Deadly Axe: you treat all axes as high crit weapons
- Defensive Mobility: gain +2 to AC vs. opportunity attacks
- Dodge Giant: +1 to AC and Reflex vs. attacks of Large or larger creatures
- Durable: gain two healing surges
- Dwarven Durability: gain two healing surges and gain +2 to healing surge value
- Dwarven Weapon Training: gain proficiency with axes; gain +2 feat bonus to damage with axes and hammers
- Greater Turning: when you miss when turning undead, the target is pushed 4 squares, but takes no damage and is not immobilized
- Restful Healing: after a rest, any healing power you use before the start of the next encounter restores the maximum number of hp possible
- Toughness: gain 10 hp

NOTES