

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

Marjolein

11

Level

Elvira

Good female Human Cleric (Templar)

23

Medium

Mielikki

26000

Age

Height

Weight

Size

Deity

Total XP

32000

Defenses

27	23	22	28
AC	FORT	REF	WILL

Conditional Bonuses

Action Points

Action Points	Milestones	Action Points
<input type="checkbox"/>	0	1
<input type="checkbox"/>	1	2
<input type="checkbox"/>	2	3

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.

Second Wind (one per encounter)

Used

Effect: You spend a healing surge and regain hit points equal to your surge value. You gain a +2 bonus to all defenses until the start of your next turn.

Death Saving Throw Failures

Saving Throw Mods

1

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Unarmed

Strength vs. AC

Damage

Ranged

Unarmed

Dexterity vs. AC

Damage

Languages

Common, Elven



Abilities

Ability	Score	Check
STR Strength	15	7
CON Constitution	12	6
DEX Dexterity	13	6
INT Intelligence	9	4
WIS Wisdom	21	10
CHA Charisma	17	8

Skills

Acrobatics	Dexterity	6
Arcana	Intelligence	9
Athletics	Strength	7
Bluff	Charisma	8
Diplomacy	Charisma	8
Dungeoneering	Wisdom	10
Endurance	Constitution	8
Heal	Wisdom	15
History	Intelligence	9
Insight	Wisdom	17
Intimidate	Charisma	8
Nature	Wisdom	10
Perception	Wisdom	10
Religion	Intelligence	9
Stealth	Dexterity	6
Streetwise	Charisma	8
Thievery	Dexterity	6

Hit Points

Max HP (Bloodied 42)	84	Temp HP
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Current Hit Points

Healing Surges

Surge Value

Surges/Day

21

8

Current Conditions:

Combat Statistics and Senses

Initiative

6

Conditional Modifiers:

Speed

5

Passive Insight

27

Passive Perception

20

Special Senses: Darkvision

Marjolein

Elvira

Player Name

Character Name



Character Details

Background

Birth - Blessed

Theme

Knight Hospitaller

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Goggles of Night

Neck

Amulet of Protection +3

Arms

Hands

Gloves of Piercing

Rings

Rings

Off Hand

Main Hand

Symbol of the Holy Nimbus +2

Waist

Armor

Dwarven Drakescale Armor +2

Feet

Feyleaf Sandals

Tattoo

Ki Focus

Other Equipment

Ritual Book
Adventurer's Kit

Total Weight (lbs.)

81

Carrying Capacity (lbs.)

Treasure

0 gp
0 gp banked

Normal

150

Heavy

300

Max

750

Marjolein

Player Name

Elvira

Character Name



Racial Features

Bonus Feat

Choose an extra feat at 1st level.

Bonus Skill

Trained in one additional class skill.

Heroic Effort

Gain the Heroic Effort power

Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

Human Power Selection

Choose an option for your human character.

Class/Other Features

Battle Cleric's Lore

Gain +2 shield bonus to AC, scale armor proficiency; grant target of your surge-using healing powers a +2 bonus to attack rolls until your next turn ends

Channel Divinity

Invoke a channel divinity class feature or other power; encounter.

Knight Hospitaller Starting Feature

Gain the Shield of Devotion power

Ritual Casting

Gain Ritual Caster as a bonus feat.

In addition, you possess a ritual book, and it contains two 1st-level rituals of your choice that you have mastered.

Knight Hospitaller Level 5 Feature

Receive hospitality from allied temples, orders and noble houses

Knight Hospitaller Level 10 Feature

Use Shield of Devotion 2/encounter

Miracle Worker Healing Action

Word of Life (Miracle Worker)

Feats

Defensive Healing Word

Bonus to recipient's defenses when you use healing word

Human Perseverance

+1 to saving throws

Ritual Caster

Master and perform rituals

Healer's Implement

Add holy symbol enhancement bonus to healing powers

Path of Freedom

Gain path of freedom power.

Holy Symbol Expertise

+1/2/3 (by tier) to implement attack rolls.

When attacking w/ holy symbol, cannot grant combat advantage to enemies until your next turn starts, unless you use a power/ability which states you must

Improved Defenses

+1/2/3 bonus (by tier) to Fortitude, Reflex, and Will.

Shielding Word

Healing word target gains +2 defenses until start of your next turn

Toughness

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

Elvira

Level 11 Human Cleric (Templar)

HP 84	SCORE ABILITY MOD	AC 27
STR 15	2	Fort 23
CON 12	1	Ref 22
Spd 5	DEX 13	Will 28
Init +6	INT 9	
	WIS 21	
	CHA 17	

- 27 Passive Insight
- 20 Passive Perception

Skills

Acrobatics	Dexterity	6
Arcana	Intelligence	• 9
Athletics	Strength	7
Bluff	Charisma	8
Diplomacy	Charisma	8
Dungeoneering	Wisdom	10
Endurance	Constitution	8
Heal	Wisdom	• 15
History	Intelligence	• 9
Insight	Wisdom	• 17
Intimidate	Charisma	8
Nature	Wisdom	10
Perception	Wisdom	10
Religion	Intelligence	• 9
Stealth	Dexterity	6
Streetwise	Charisma	8
Thievery	Dexterity	6

• indicates a trained skill.

Action Point

Base action points: 1

Miracle Worker Healing Action: When you spend an action point to use a divine healing power, each ally adjacent to you regains hit points equal to 1d6 + your Wisdom modifier. The hit points regained increase to 2d6 + your Wisdom modifier at 21st level.



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

Melee Basic Attack

At-Will ♦ Standard Action

Unarmed: +7 vs. AC, 1d4+2 damage

Melee weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+2) damage.

Level 21: 2[W] + Str modifier (+2) damage.

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +6 vs. AC, 1d4+1 damage

Ranged weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+1) damage.

Level 21: 2[W] + Dex modifier (+1) damage.

Additional Effects

Basic Attack

Lance of Faith

At-Will ♦ Standard Action

Symbol of the Holy Nimbus +2: +14 vs. Reflex, 1d8+7 damage

Ranged 5 **Target:** One creature

A brilliant ray of light sears your foe with golden radiance. Sparkles of light linger around the target, guiding your ally's attack.

Keywords: Divine, Implement, Radiant

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wis modifier (+5) radiant damage, and one ally you can see gains a +2 power bonus to his or her next attack roll against the target.

Additional Effects

Cleric Attack 1

Sacred Flame

At-Will ♦ Standard Action

Symbol of the Holy Nimbus +2: +14 vs. Reflex, 1d6+7 damage

Ranged 5 **Target:** One creature

You bathe your enemy in sacred light, searing it in radiance. You call out to one of your comrades, invigorating him or her with the sight of holy power.

Keywords: Divine, Implement, Radiant

Attack: Wisdom vs. Reflex

Hit: 1d6 + Wis 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 Cha modifier (+3) + one-half your level.

Additional Effects

Cleric Attack 1

Divine Glow

Encounter ♦ Standard Action

Symbol of the Holy Nimbus +2: +14 vs. Reflex, 1d8+7 damage

Close blast 3 **Target:** Each enemy in the blast

With a quick prayer, you invoke a blast of white radiance from your holy symbol. Foes burn in its stern light, but your allies are heartened and guided by it.

Keywords: Divine, Implement, Radiant

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wis modifier (+5) radiant damage.

Effect: Each ally in the blast gains a +2 power bonus to attack rolls until the end of your next turn.

Additional Effects

Cleric Attack 1

Used

Hymn of Resurgence

Encounter ♦ Standard Action

Symbol of the Holy Nimbus +2: +14 vs. Fortitude

Close blast 5 **Target:** Each enemy in the blast

Your foes' resolve crumbles as your hymn bestows divine vigor on your allies.

Keywords: Divine, Implement

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 burst can choose either to gain 5 temporary hit points or to make a saving throw.

Additional Effects

Cleric Attack 3

Used

Searing Light

Encounter ♦ Standard Action

Symbol of the Holy Nimbus +2: +14 vs. Reflex, 2d6+7 damage

Ranged 10

Target: One creature

You raise your holy symbol and lance your foe with a blistering ray of light that blinds it for a short time.

Keywords: Divine, Implement, Radiant

Attack: Wisdom vs. Reflex

Hit: 2d6 + Wis modifier (+5) radiant damage, and the target is blinded until the end of your next turn.

Additional Effects

Cleric Attack 7

Used

Reversal of Fortunes

Encounter ♦ Immediate Reaction

Symbol of the Holy Nimbus +2: +14 vs. Fortitude, 2d10+7 damage

Ranged 5

Target: The triggering enemy

A whispered benediction heals the injuries of an ally and gives the attacker a taste of the pain it inflicted.

Keywords: Divine, Healing, Implement

Trigger: An enemy within 5 squares of you hits your ally adjacent to it

Attack: Wisdom vs. Fortitude

Hit: 2d10 + Wis modifier (+5) damage. The ally hit by the triggering enemy's attack can spend a healing surge and regain 2d10 additional hit points.

Additional Effects

Miracle Worker Attack 11

Used

Beacon of Hope

Daily ♦ Standard Action

Symbol of the Holy Nimbus +2: +14 vs. Will

Close burst 3

Target: Each enemy in the burst

You release a burst of divine energy that weakens your foes even as it heals your allies. The energy lingers within your holy symbol for a short time, improving your ability to heal your allies.

Keywords: Divine, Healing, Implement

Attack: Wisdom vs. Will

Hit: The target is weakened until the end of its next turn.

Effect: You and each ally in the burst regain 5 hit points. Until the end of the encounter, whenever you restore hit points with a healing power, the recipient regains 5 additional hit points.

Additional Effects

Cleric Attack 1

Used

Consecrated Ground

Daily ♦ Standard Action

Unarmed:

Close burst 1

You create a crackling web of radiant light upon the ground around you. Enemies within the light suffer the wrath of your deity, while you and your allies bask in it.

Keywords: Divine, Healing, Radiant, Zone

Effect: The burst creates a zone that lasts until the end of your next turn. Any enemy that starts its turn in the zone takes 1d6 + your Cha modifier (+3) radiant damage. If you or any ally of yours is bloodied and starts his or her turn in the zone, he or she regains hit points equal to 1 + your Cha modifier (+3).

Sustain Minor: The zone persists until the end of your next turn.

Additional Effects

Cleric Attack 5

Used

Blade Barrier

Daily ♦ Standard Action

Area wall 5 within 10 squares

A barrier of whirling blades appears, slashing at those who come too close or try to pass through.

Keywords: Conjunction, Divine, Implement

Effect: You conjure a wall of spinning astral blades that lasts until the end of your next turn. The wall can be up to 2 squares high. The wall's squares are difficult terrain. Any creature that enters the wall or starts its turn there takes 3d6 + Wis modifier (+5) damage, plus ongoing 5 damage (save ends). A creature can take this damage only once per turn.

Sustain Minor: The wall persists until the end of your next turn.

Additional Effects

Cleric Attack 9

Used

Healing Word

Encounter (Special) ♦ Minor Action

Unarmed:

Close burst 5 (10 at 11th level, 15 at 21st level)

Target: You or one ally in the burst

You utter a soothing word that mends wounds of the body and spirit.

Keyword: Healing

Effect: The target can spend a healing surge and regain 1d6 additional hit points.
Level 11: 3d6 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 Cha modifier (+3) against the next attack made against him or her before the end of your next turn.

Additional Effects

Cleric Utility

Used

Divine Fortune

Encounter ♦ Free Action

Personal

In the face of peril, you hold true to your faith and receive a special boon.

Keywords: Channel Divinity, Divine

Effect: You gain a +1 bonus to your next attack roll or saving throw before the end of your next turn.

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

Additional Effects

Cleric Feature

Used

Heroic Effort

Encounter ♦ No Action

Personal

Your grim focus and unbridled energy means that failure is not an option.

Trigger: You miss with an attack or fail a saving throw.

Effect: You gain a +4 racial bonus to the attack roll or the saving throw.

Additional Effects

Human Racial Power

Used

Path of Freedom

Encounter ♦ Minor Action

Close burst 5

Target: Each ally in the burst

Through your prayer, you remind your friends that they are always truly free.

Keyword: Divine

Channel Divinity: You can use only one channel divinity power per encounter

Effect: Each target can choose to make an escape attempt against a grab as a free action or to make a saving throw against an immobilizing, restraining, or slowing effect that a save can end.

Additional Effects

Feat Utility

Used

Shield of Devotion

Encounter ♦ Immediate Reaction

Unarmed:

Close burst 5

Target: The triggering ally

With a quick prayer you bestow minor healing on a stricken ally, then prepare yourself to smite the enemy who struck your friend.

Keywords: Divine, Healing

Trigger: An ally within 5 squares of you takes damage from an enemy attack.

Effect: The target regains hit points equal to your Wis modifier (+5) or Cha modifier (+3). Until the end of your next turn, you gain a +2 power bonus to your next attack roll against the enemy that damaged the target.

Level 11: The target regains hit points equal to 5 + your Wis modifier (+5) or Cha modifier (+3).

Additional Effects

Knight Hospitaller Utility

Used

Turn Undead

Encounter ♦ Standard Action

Symbol of the Holy Nimbus +2: +14 vs. Will, 2d10+7 damage

Close burst 2 (3 at 11th level, 5 at 21st level)

Target: Each undead creature in the burst

You sear undead foes, push them back, and root them in place.

Keywords: Channel Divinity, Divine, Implement, Radiant

Attack: Wisdom vs. Will

Hit: 1d10 + Wis modifier (+5) radiant damage, and you push the target a number of squares up to 3 + your Cha modifier (+3). The target is immobilized until the end of your next turn.

Level 11: 2d10 + Wis modifier (+5) radiant damage.

Miss: Half damage.

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

Additional Effects

Cleric Feature

Used

Bless

Daily ♦ Minor Action

Close burst 20

Target: You and each ally in the burst

You beseech your deity to bless you and your allies.

Keyword: Divine

Effect: Each target gains a +1 power bonus to attack rolls until the end of the encounter.

Additional Effects

Cleric Utility 2

Used

Cure Serious Wounds

Daily ♦ Standard Action

Unarmed:

Melee touch

Target: You or one creature

You utter a simple prayer and gain the power to instantly heal wounds. Your touch suffuses you or a wounded creature with a bright silver light that restores health and vigor.

Keywords: Divine, Healing

Effect: The target regains hit points as if it had spent two healing surges.

Additional Effects

Cleric Utility 6

Used

Mass Cure Light Wounds

Daily ♦ Standard Action

Unarmed:

Close burst 5

Targets: You and each ally in the burst

With a wave of your hand, healing motes of silver light engulf you and all nearby allies.

Keywords: Divine, Healing

Effect: Each target regains hit points equal to his or her healing surge value, plus additional hit points equal to your Cha modifier (+3).

Additional Effects

Cleric Utility 10

Used

Dwarven Drakescale Armor...

Armor ♦ Level 7

Armor Bonus: 8

Speed: -1

Enhancement: +2 AC

Properties

You gain an item bonus to Endurance checks equal to the armor's enhancement bonus.

Power (Healing) ♦ Daily (Free Action)

You regain hit points as if you had spent a healing surge.

Feyleaf Sandals

Feet Slot Item ♦ Level 2

Power (Teleportation) ♦ Daily

When you fall, instead teleport safely to the nearest horizontal surface within 5 squares that can support your weight, take no falling damage, and land on your feet.

Goggles of Night

Head Slot Item ♦ Level 14

Properties

You gain darkvision.

Gloves of Piercing

Hands Slot Item ♦ Level 3

Power ♦ Daily (Minor Action)

Until the end of the encounter, your attacks ignore any resistance of 10 or lower.

Symbol of the Holy Nimbus +2

Holy Symbol ♦ Level 9

Enhancement: +2 attack rolls and damage rolls

Critical: +1d6 damage per plus, and you or an ally within 5 squares of you can spend a healing surge.

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.

Amulet of Protection +3

Neck Slot Item ♦ Level 11

Enhancement: +3 Fortitude, Reflex, and Will