

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

10

Level

### Rhoxanne Fairchild

Good female Human Cleric (Templar)

22

Age

Height

Weight

Medium

Size

Pelor

Deity

20500

Total XP

26000

### Defenses

<b>24</b>	<b>19</b>	<b>19</b>	<b>24</b>
AC	FORT	REF	WILL

Conditional Bonuses

### Action Points

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

0

### Resistances/Vulnerabilities

### Current Conditions and Effects

### Basic Attacks

#### Melee

Holy Healer's Mace +2

11

Strength vs. AC

1d8+4

Damage

#### Ranged

#### Unarmed

7

Dexterity vs. AC

1d4+2

Damage

### Languages

Common, Draconic



### Abilities

Ability	Score	Check
STR Strength	14	7
CON Constitution	8	4
DEX Dexterity	15	7
INT Intelligence	8	4
WIS Wisdom	21	10
CHA Charisma	17	8

### Skills

Acrobatics	Dexterity	6
Arcana	Intelligence	9
Athletics	Strength	6
Bluff	Charisma	8
Diplomacy	Charisma	13
Dungeoneering	Wisdom	10
Endurance	Constitution	3
Heal	Wisdom	17
History	Intelligence	4
Insight	Wisdom	15
Intimidate	Charisma	8
Nature	Wisdom	10
Perception	Wisdom	10
Religion	Intelligence	9
Stealth	Dexterity	6
Streetwise	Charisma	8
Thievery	Dexterity	6

### Hit Points

<b>Max HP</b> (Bloodied 35 )	<b>70</b>	Temp HP
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Current Hit Points

### Healing Surges

Surge Value Surges/Day

17  6

Current Conditions:

### Combat Statistics and Senses

Initiative  7

Conditional Modifiers:

Speed  5

Passive Insight  25

Passive Perception  20

Special Senses: Normal



# Rhoxanne Fairchild

Player Name

Character Name

## Character Details

### Background

### Theme

### Mannerisms and Appearance

### Personality Traits

### Adventuring Company

### Companions and Allies

### Session and Campaign Notes

Other Notes

## Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Waist

Armor

Tattoo

Feet

Ki Focus

## Other Equipment

Ritual Book  
Adventurer's Kit  
Holy Symbol  
Potion of Healing  
Torch  
Silk Rope (50 ft.)  
Restful Bedroll  
Potion of Spirit (level 5) (3)  
Jolt Flask (level 10)

Total Weight (lbs.)

91

Carrying Capacity (lbs.)

Treasure

5 pp; 86 gp; 9 sp  
0 gp banked

Normal

140

Heavy

280

Max

700

# Rhoxanne Fairchild

Player Name

Character Name



## Racial Features

### Bonus At-Will Power

Know one extra 1st-level attack power from your class.

### Bonus Feat

Choose an extra feat at 1st level.

### Bonus Skill

Trained in one additional class skill.

### Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

### Human Power Selection

Choose an option for your human character.

## Class/Other Features

### Channel Divinity

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

### Healer's Lore

Add + [Wis mod] to hit points healed by your cleric powers with the healing keyword, if they involve healing surge expenditure.

### 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.

## Feats

### Defensive Healing Word

Bonus to recipient's defenses when you use healing word

### Healer's Implement

Add holy symbol enhancement bonus to healing powers

### Ritual Caster

Master and perform rituals

### Pacifist Healer

Healing word or divine powers that allow a target to spend a healing surge restore an additional 1d6/2d6/3d6 (by tier) +Cha mod hp. If you hit or miss a bloodied enemy and deal damage to it, you are stunned until next turn's end

### Toughness

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

### Battle Healer

Regain hit points when you use healing word

### Shared Perseverance

When you grant a saving throw, your ally gains +1 to the roll

### Combat Medic

Stabilize the dying as minor action, +2 to Heal checks

# Rhoxanne Fairchild

Level 10 Human Cleric (Templar)

HP	SCORE	ABILITY	MOD	AC
70	14	STR	2	24
	8	CON	-1	
Spd	15	DEX	2	Fort
5	8	INT	-1	19
Init	21	WIS	5	Ref
+7	17	CHA	3	19
				Will
				24

- 25 Passive Insight
- 20 Passive Perception

## Skills

Acrobatics	Dexterity	6
Arcana	Intelligence	• 9
Athletics	Strength	6
Bluff	Charisma	8
Diplomacy	Charisma	• 13
Dungeoneering	Wisdom	10
Endurance	Constitution	3
Heal	Wisdom	• 17
History	Intelligence	4
Insight	Wisdom	• 15
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



**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

**Holy Healer's Mace +2:** +11 vs. AC, 1d8+4 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:** +7 vs. AC, 1d4+2 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 (+2) damage.

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

Additional Effects

Basic Attack

## Astral Seal

At-Will ♦ Standard Action

**Symbol of Life +2:** +14 vs. Reflex

**Ranged** 5 **Target:** One creature

*You outline your enemy with the silver glow of the Astral Sea, and its healing light bathes your friend.*

**Keywords:** Divine, Healing, Implement

**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 Cha modifier (+3).

Additional Effects

Cleric Attack 1

## Gaze of Defiance

At-Will ♦ Standard Action

**Symbol of Life +2:** +12 vs. Will, 1d8+7 damage

**Ranged** 5 **Target:** One creature

*With a fearless glare, you mark your foe as a target for allied attacks.*

**Keywords:** Divine, Implement, Psychic

**Attack:** Wisdom vs. Will

**Hit:** 1d8 + Wis modifier (+5) psychic damage, and your allies gain a +1 power bonus to attack rolls against the target until the end of your next turn. If the target attacks you before the end of your next turn, the bonus increases to +3.

Additional Effects

Cleric Attack 1

## Sacred Flame

At-Will ♦ Standard Action

**Symbol of Life +2:** +12 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

## Exacting Utterance

Encounter ♦ Standard Action

**Symbol of Life +2:** +12 vs. Will

**Ranged** 5 **Target:** One creature

*The suffering of your enemy instills your comrades with righteous vigor.*

**Keywords:** Divine, Implement

**Attack:** Wisdom vs. Will

**Hit:** Until the end of your next turn, the target gains vulnerability to all damage equal to your Wis modifier (+5), and any ally who attacks the target gains temporary hit points equal to your Wis modifier (+5).

Additional Effects

Cleric Attack 1

Used

## Hymn of Resurgence

Encounter ♦ Standard Action

**Symbol of Life +2:** +12 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

## Break the Spirit

Encounter ♦ Standard Action

**Symbol of Life +2:** +12 vs. Will, 2d8+7 damage

**Ranged** 10

**Target:** One creature

*You bathe your enemy in the agonizing radiance of your deity, stealing the strength from its impending attacks.*

**Keywords:** Charm, Divine, Implement, Radiant

**Attack:** Wisdom vs. Will

**Hit:** 2d8 + Wis modifier (+5) radiant damage, and the target takes a penalty to attack rolls until the end of your next turn. The penalty equals your Cha modifier (+3).

Additional Effects

Cleric Attack 7

Used

## Beacon of Hope

Daily ♦ Standard Action

**Symbol of Life +2:** +12 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

## Halo of Consequence

Daily ♦ Standard Action

**Symbol of Life +2:** +12 vs. Reflex

**Ranged** 10

**Target:** One creature

*A ring of faint light surrounds your enemy and punishes it for attacking you or your allies.*

**Keywords:** Divine, Implement, Reliable

**Attack:** Wisdom vs. Reflex

**Hit:** The target is affected by your halo of consequence (save ends). Until the halo ends, the target takes a -4 penalty to attack rolls, and after the target attacks you or any ally, it is dazed until the end of its next turn. The target takes a -2 penalty to saving throws against the halo.

Additional Effects

Cleric Attack 5

Used

## Dismissal

Daily ♦ Standard Action

**Symbol of Life +2:** +12 vs. Will

**Ranged** 10

**Target:** One creature

*You utter a mighty shout and cast your enemy out of the world.*

**Keywords:** Divine, Implement

**Attack:** Wisdom vs. Will

**Hit:** The target disappears into an extraplanar prison (save ends). The target takes a -2 penalty to saving throws against this effect, or a -5 penalty if it is an aberrant, elemental, fey, immortal, or shadow creature. When the target saves against this effect, it reappears in its original space. If that space is occupied, the target returns to the nearest unoccupied space.

**Aftersave:** The target is dazed until the end of its next turn.

**Miss:** The target disappears into an extraplanar prison until the end of your next turn. The target then reappears in its original space. If that space is occupied, the target returns to the nearest unoccupied space.

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 6: 2d6 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

## Healer's Mercy

Encounter ♦ Standard Action

**Unarmed:**

**Close** burst 5

**Target:** Each bloodied ally in the burst

*Strength flows out from you to your injured comrades, rekindling their resolve to see the battle to its end.*

**Keywords:** Divine, Healing

**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

Cleric Feature

Used

## Return from Death's...

Daily ♦ Immediate Interrupt

**Unarmed:**

**Ranged** 20

**Target:** The triggering ally

*You snatch an ally from the brink of death.*

**Keywords:** Divine, Healing

**Trigger:** An ally within 20 squares of you fails a death saving throw

**Effect:** The target succeeds on the death saving throw and can spend a healing surge.

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

### Symbol of Life +2

Holy Symbol ♦ Level 7

**Enhancement:** +2 attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power ♦ Daily** (Free Action)

**Trigger:** You hit an enemy with an attack made with this holy symbol.

**Effect:** Until the end of your turn, any creature healed by your encounter powers and daily powers regains 1d6 additional hit points.

### Potion of Spirit (level 5)

Consumable ♦ Level 5

**Power ♦ Consumable** (Minor Action)

Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, you gain a +1 power bonus to death saving throws until the end of the encounter.

### Healer's Finemail +2

Armor ♦ Level 10

**Armor Bonus:** 7

**Check:** -1

**Speed:** -1

**Enhancement:** +2 AC

**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.

### Cloak of Distortion +1

Neck Slot Item ♦ Level 4

**Enhancement:** +1 Fortitude, Reflex, and Will

**Properties**

You gain an item bonus to all defenses against ranged attacks from more than 5 squares away equal to this item's enhancement bonus.

### Bracers of Defense (heroic...)

Arms Slot Item ♦ Level 7

**Power ♦ Daily** (Immediate Interrupt)

**Trigger:** You are hit by a melee attack.

**Effect:** Reduce the damage dealt to you by the attack by 10.

### Potion of Healing

Consumable ♦ Level 5

**Power (Healing) ♦ Consumable** (Minor Action)

Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

### Gloves of Grace

Hands Slot Item ♦ Level 5

**Power ♦ Daily** (Minor Action)

An ally adjacent to you makes a saving throw.

### Jolt Flask (level 10)

Alchemical Item ♦ Level 10

#### Power ♦ Consumable (Standard Action)

Make an attack: Area burst 1 within 10; +13 vs. Fortitude; on a hit, the target is dazed until the end of your next turn.

### Restful Bedroll

Wondrous Item ♦ Level 1

#### Properties

Whenever you complete an extended rest in the restful bedroll, you gain 1d8 temporary hit points.

### Holy Healer's Mace +2

Weapon ♦ Level 7

**Damage:** 1d8

**Proficiency Bonus:** 2

**Properties:** Versatile

**Enhancement:** +2 attack rolls and damage rolls

**Critical:** +1d6 damage per plus

#### Properties

Add this weapon's enhancement bonus to the amount healed by your healing word.

#### Power (Healing) ♦ Daily (Minor Action)

An ally within 5 squares of you can spend a healing surge to regain hit points equal to 10 + your Wisdom modifier.