

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

michi

2

Level

**Melissa**

Lawful Good female Human Cleric (Templar)

27

Age Height

Weight

Medium

Size

Mishakal

Deity

1000

Total XP

2250

### Defenses

<b>18</b>	<b>15</b>	<b>15</b>	<b>21</b>
AC	FORT	REF	WILL

Conditional Bonuses

### Hit Points

<b>Max HP</b> (Bloodied 14 )	<b>28</b>	Temp HP
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Current Hit Points

### Healing Surges

Surge Value	Surges/Day	
7	7	

Current Conditions:

### Combat Statistics and Senses

<b>Initiative</b>	2
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Conditional Modifiers:

<b>Speed</b>	5
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<b>Passive Insight</b>	21
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<b>Passive Perception</b>	16
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Special Senses: Normal

### 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

+2 Saving Throws against ongoing damage

継続的ダメージに対するセーブに+2

### Resistances/Vulnerabilities

### Current Conditions and Effects

### Basic Attacks

#### Melee

Morningstar/Blue Crystal Staff+1

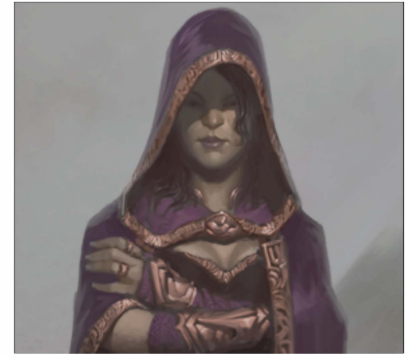
4/5	1d10+1/1d8+2
Strength vs. AC	Damage

#### Ranged

4	1d8+1
Dexterity vs. AC	Damage

### Languages

Common, Abanasinian



### Abilities

Ability	Score	Check
STR Strength	13	2
CON Constitution	11	1
DEX Dexterity	12	2
INT Intelligence	8	0
WIS Wisdom	20	6
CHA Charisma	10	1

### Skills

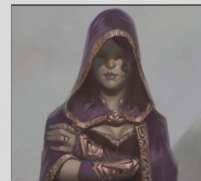
Skill	Ability	Score
Acrobatics	Dexterity	1
Arcana	Intelligence	0
Athletics	Strength	6
Bluff	Charisma	1
Diplomacy	Charisma	6
Dungeoneering	Wisdom	6
Endurance	Constitution	0
Heal	Wisdom	11
History	Intelligence	5
Insight	Wisdom	11
Intimidate	Charisma	1
Nature	Wisdom	6
Perception	Wisdom	6
Religion	Intelligence	5
Stealth	Dexterity	1
Streetwise	Charisma	1
Theft	Dexterity	1

michi

Player Name

Melissa

Character Name



### Character Details

#### Background

#### Theme

#### Mannerisms and Appearance

#### Personality Traits

#### Adventuring Company

#### Companions and Allies

#### Session and Campaign Notes

DAC2015  
[10-02] 魔都の黒竜～小説「ドラゴンランス戦記」より

#### Other Notes

- 元シーク教徒の(まことの神々)の信仰に目覚める人間のグレリック/テンプレー(指揮役)  
- 出身はゲートウェイでアバナシニア人、若い頃ヘデリック司祭の説教に感銘を受け、シーク教徒の本拠地であるヘイブンのロードシティで入信する  
- 当時の信奉する神格はフェリエエ。(偽りの神々)のバンテオンの母神オマルセアと復讐の神サヴェイの娘、生命・出産・命の女神  
- 祭司長となったヘデリックに弟子入りをし、昨今のシーク教徒の強引な活動や、教団と横暴な軍隊との同盟に疑問を持ちつつも、布教活動に従事していた  
- そんな折、教団のハイ・シーカーズから、ひと月ほど前に彼らが捕らえた異教徒の(平原人)から入手した"奇妙な杖"の調査を命ぜられる  
- 調査の中、(大変動)以前の"いにしへの神々"の信仰に関連した祭具の類であるこることを突き止め、偶然にも杖の(癒しの力)を発動してしまう  
- それはシーク教徒にとって禁忌となる知識の獲得と信奉する神への背信行為だった  
- しかし、それによって本当の"信仰"に気づき始めると同時に、シーク教徒の教えが嘘と偽りで塗り固められたものだとすることを確信する  
- 奇妙な行いに気づいたハイ・シーカーズから異端審問にかけられそうになった彼女は、単身教団を抜け出し逃げるようにヘイブンをソレスにやってきたのだが……

### Equipment

#### Head

#### Neck

Cloak of Resistance +1

#### Arms

#### Hands

#### Rings

#### Rings

#### Off Hand

#### Main Hand

Morningstar/Blue Crystal Staff+1

#### Waist

#### Armor

Chainmail of Cleansing +1

#### Feet

#### Tattoo

#### Ki Focus

### Other Equipment

Ritual Book  
Magic Holy Symbol +1/Blue Crystal Staff+1  
Crossbow  
Crossbow Bolt (20)  
Adventurer's Kit  
サイレンスの巻物 (警護・執行10分・(魔法学)判定なし・24時間持続・市価75gp  
執行者は1つの部屋または爆発4の範囲内を盗み聞きから守り、(知覚)判定に-10のペナルティを受ける  
上質の衣服(30gp/6ポンド)  
ピトンx10(5sp/5ポンド)  
金櫃(5sp/2ポンド)  
儀式構成要素 30gp

Total Weight (lbs.)

107

Carrying Capacity (lbs.)

Treasure

176 gp  
0 gp banked

Normal

130

Heavy

260

Max

650

michi

Player Name

Melissa

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

### 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.

[回復]キーワードのクリックパワー使用時の回復するhpに【判断力】修正値を加える

### 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.

習得儀式

Gentle Repose : 快復・執行1時間・〈治療〉判定なし・特殊・構成要素10gp

対象の1体の死体がレイズデッドなどの儀式の作用を受けるまで死んだままではいられる時間の長さを4倍に。またアンデットになることを150日間防く

Comprehend Language : 探検・執行10分・〈魔法学〉・24時間持続・構成要素10gp

24時間の間に聞いた・書かれた言語の聞き取り・読み込みができ、〈魔法学〉35以上で会話・書き可能。

## Feats

### Action Surge

+3 to attacks when you spend an action point

### Ritual Caster

Master and perform rituals

### Student of Battle

Warlord: skill training, inspiring word 1/day

### Improved Defenses

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

#### ■フリーアクション/遭遇毎

チャンネル・ディヴィニティ・ディヴァインフォーチュン/使用者の次の1回の攻撃ロールまたはセーブにNTEまで+1ボーナス

#### ■標準アクション/無限回

セイクリッド・フレーム/遠隔5・1体/1d6+6[光輝]ダメージ。使用者の味方一人は、1hpの一時的hpか、1回のセーブを行なうことができる  
ランス・オヴ・フェイス/遠隔5・敵1体/1d8+5[光輝]ダメージ。味方一人の攻撃ロールに+2

近接基礎攻撃  
遠隔基礎攻撃

#### ■標準アクション/遭遇毎

コース・フィア/遠隔10・1体/目標は移動速度で逃走。  
チャンネル・ディヴィニティ・ターンアンデット/近接爆発2・範囲内のアンデット全て/1d10+5[光輝]ダメージ、目標を3マス押しやりNTEまで動けない状態に  
ヒロイック・エフォート/使用者が1回の攻撃かセーブに失敗した際に、その目に+4種族ボーナス  
ディヴァイン・エイド/遠隔5・使用者または味方一人/目標はセーブができる

#### ■標準アクション/1日毎

ヒーコン・オヴ・ホープ/近接爆発3・範囲内の敵全て/目標はNTEまで弱体化状態、範囲内の使用者と味方全員は10hp回復。遭遇終了時まで回復パワーが回復するhpは+5

#### ■マイナーアクション/遭遇毎

ヒーリング・ワード/近接爆発5・使用者または爆発内の味方一人/目標は1回回復力消費、1d6+5多く回復。

#### ■マイナーアクション/1日毎

インスパイリング・ワード/近接爆発5・使用者または爆発内の味方一人/目標は1回の回復力を使用でき、+1d6多く回復  
クロック・オヴ・レジスタンス+1/使用者/NTSまで全ての抵抗5を得る

#### ■トリガーアクション

ヒロイック・エフォート/使用者/使用者の1回の攻撃かセーブに失敗した時/その値に+4できる

## Melissa

Level 2 Human Cleric (Templar)

HP	SCORE	ABILITY	MOD	AC
28	13	STR	1	18
Spd	11	CON	0	Fort
5	12	DEX	1	15
Init	8	INT	-1	Ref
+2	20	WIS	5	15
	10	CHA	0	Will
				21

21 Passive Insight

16 Passive Perception

Player Name: michi

## Skills

Acrobatics	Dexterity	1
Arcana	Intelligence	0
Athletics	Strength	• 6
Bluff	Charisma	1
Diplomacy	Charisma	• 6
Dungeoneering	Wisdom	6
Endurance	Constitution	0
Heal	Wisdom	• 11
History	Intelligence	• 5
Insight	Wisdom	• 11
Intimidate	Charisma	1
Nature	Wisdom	6
Perception	Wisdom	6
Religion	Intelligence	• 5
Stealth	Dexterity	1
Streetwise	Charisma	1
Thievery	Dexterity	1

• indicates a trained skill.

## Action Point

Base action points: 1

**Action Surge:** You gain a +3 bonus to attack rolls you make during any action you gain by spending an action point.

《怒涛のアクション》アクションポイントを消費することで得たアクションの間、君は自分の行なう攻撃ロールに+3のボーナスを得る。



**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

**Morningstar:** +4 vs. AC, 1d10+1 damage

**Blue Crystall Staff+1:** +5 vs.AC, 1d8+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 (+1/+2) damage.

**Level 21:** 2[W] + Str modifier (+1/+2) damage.

Additional Effects

Basic Attack

## Ranged Basic Attack

At-Will ♦ Standard Action

**Crossbow:** +4 vs. AC, 1d8+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

**Magic Holy Symbol +1:** +7 vs. Reflex, 1d8+6 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.

使用者の視界内の味方一人は目標に対する次の攻撃ロールに+2のパワーボーナスを得る。

Additional Effects

Cleric Attack 1

## Sacred Flame

At-Will ♦ Standard Action

**Magic Holy Symbol +1:** +7 vs. Reflex, 1d6+6 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 (+0) + one-half your level.

Additional Effects

ヒット: 1d6+6の[光輝]ダメージ。使用者の視界内の味方一人は1の一次的hpを得るか、または1回のセーブを行なう

Cleric Attack 1

## Cause Fear

Encounter ♦ Standard Action

**Magic Holy Symbol +1:** +7 vs. Will

**Ranged 10** **Target:** One creature

*Your holy symbol ignites with the fury of your god. Uncontrollable terror grips your enemy, causing it to instantly recoil.*

**Keywords:** Divine, Fear, Implement

**Attack:** Wisdom vs. Will

**Hit:** The target is compelled to take a free action to move as far away from you as it can, moving a number of squares equal to its speed + your Cha modifier (+0). It avoids hindering terrain and difficult terrain if it can. This movement is not considered forced movement, so it provokes opportunity attacks.

Additional Effects

ヒット: 目標は使用者から遠ざかる方向に移動速度分速走する。その際、安全でないマスや移動困難な地形はできる限り避ける。この移動は機会攻撃を誘発する

Cleric Attack 1

Used

## Beacon of Hope

Daily ♦ Standard Action

**Magic Holy Symbol +1:** +7 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. 目標は使用者のNTEまで弱体化状態となる

**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

使用者及び爆発の範囲内の味方全員は10hpを回復し、遭遇終了時まで使用者の[回復]パワーの回復hpの量は+5される。

Cleric Attack 1

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.

**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.

効果：目標は1回分の回復力を消費し、1d6+5多く回復

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.

効果：使用者の次に行なう1回の攻撃ロールかセーブに+1ボーナス。ただし、使用者のNTEまでのロールまで。

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.

トリガー：君が1回の攻撃ロールかセーブに失敗したとき。  
効果：君はその攻撃ロールかセーブに+4の種族ボーナスを得る。

Additional Effects

Human Racial Power Used

### Turn Undead

Encounter ♦ Standard Action

**Magic Holy Symbol +1:** +7 vs. Will, 1d10+6 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 (+0). The target is immobilized until the end of your next turn. 目標を3マス押しやり、NTEまで動けない状態にする

**Miss:** Half damage.

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

Additional Effects

Cleric Feature Used

### Divine Aid

Encounter ♦ Standard Action

**Ranged 5** **Target:** You or one ally

*You request your deity to grant you or one of your allies the strength to overcome a hindrance.*

**Keyword:** Divine

**Effect:** The target makes a saving throw with a bonus equal to your Cha modifier (+0).

目標はセーブを行なうことができる

Additional Effects

Cleric Utility 2 Used

### Inspiring Word

Daily ♦ Minor Action

**Unarmed:**

**Close** burst 5 (10 at 11th level, 15 at 21st level) **Target:** You or one ally in the burst

*You call out to a wounded ally and offer inspiring words of courage and determination that invigorates your comrade.*

**Keywords:** Healing, Martial

**Effect:** The target can spend a healing surge and regain 1d6 additional hit points.

目標は1回分の回復力を使用でき、それにより1d6hp多く回復できる。

Additional Effects

Warlord Feature Used

### Chainmail of Cleansing +1

Armor ♦ Level 3

**Armor Bonus:** 6  
**Check:** -1  
**Speed:** -1  
**Enhancement:** +1 AC

**Properties**

Add a +2 item bonus to your saving throws against ongoing damage.

### Magic Holy Symbol +1

Holy Symbol ♦ Level 1 Medallion of Faith+1

**Enhancement:** +1 attack rolls and damage rolls  
**Critical:** +1d6 damage per plus

**Blue Crystal Staff +1**  
**Damage:** 1d8+1 damage  
**Enhancement:** +1 attack rolls and damage rolls  
**Proficient:** +2  
**Critical:** +1d6 damage per plus  
**Properties:** This Item can be used as a Magic Holy Symbol +1.

### Cloak of Resistance +1

Neck Slot Item ♦ Level 2

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

**Power ♦ Daily (Minor Action)**

Gain resist 5 to all damage until the start of your next turn.

君のNTSまで全ての属性の抵抗5を得る。