

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

michi

4

Level

Melissa

Lawful Good female Human Cleric (Templar)

27

Age

Height

Weight

Medium

Size

Mishakal

Deity

3750

Total XP

5500

Defenses

19
AC

18
FORT

16
REF

21
WILL

Conditional Bonuses

Hit Points

Max HP
(Bloodied 18) **37**

Temp HP

Current Hit Points

Healing Surges

Surge Value

Surges/Day

9

7

Current Conditions:

Combat Statistics and Senses

Initiative

4

Conditional Modifiers:

Speed

5

Passive Insight

22

Passive Perception

17

Special Senses: Normal

Action Points

Action Points Milestones Action Points

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

Resist 5 Cold, Resist 3 Ongoing

継続的ダメージに対する抵抗3、

【冷気】に対する抵抗5

Current Conditions and Effects

Basic Attacks

Melee

Morningstar ,Flaming+1

7

Strength vs. AC

1d10+3

Damage

Ranged

Crossbow

6

Dexterity vs. AC

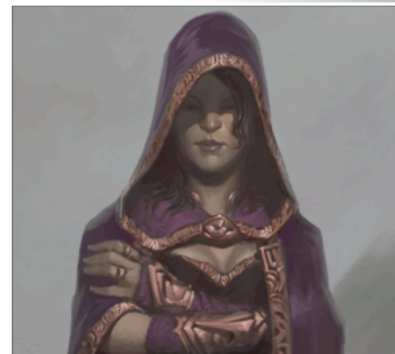
1d8+1

Damage

Languages

Common,

Abanasinian



Abilities

Ability	Score	Check
STR Strength	15	4
CON Constitution	10	2
DEX Dexterity	14	4
INT Intelligence	8	1
WIS Wisdom	20	7
CHA Charisma	10	2

Skills

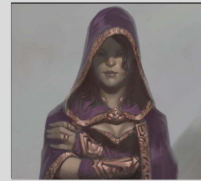
Skill	Ability	Score
Acrobatics	Dexterity	3
Arcana	Intelligence	1
Athletics	Strength	3
Bluff	Charisma	2
Diplomacy	Charisma	7
Dungeoneering	Wisdom	7
Endurance	Constitution	6
Heal	Wisdom	12
History	Intelligence	6
Insight	Wisdom	12
Intimidate	Charisma	2
Nature	Wisdom	7
Perception	Wisdom	7
Religion	Intelligence	6
Stealth	Dexterity	3
Streetwise	Charisma	2
Theft	Dexterity	3

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
【11-01】水壁の白竜～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イック/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ウヴェイの娘、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いうことを確認する
-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からソレスにやってきて、パーティのメンバーと出会い旅をすることになる
-冒険の道中、(まことの神々)の奇跡に出会い、癒しの女神ミシャカルの信仰に目覚める

Equipment

Head

Neck

Cloak of Resistance +1

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Flaming Morningstar +1

Waist

Armor

Chainmail of Cleansing +1

Feet

Tattoo

Ki Focus

Other Equipment

Ritual Book
Crossbow
Crossbow Bolt (20)
Adventurer's Kit
Potion of Healing

上質の衣服(30gp/6ポンド)
ピトンx10(5sp/5ポンド)
金機(5sp/2ポンド)

儀式構成要素 30gp

Total Weight (lbs.)

102

Carrying Capacity (lbs.)

Treasure

8gp
0 gp banked

Normal 150

Heavy 300

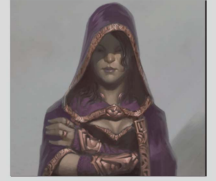
Max 750

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 h p 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日間防ぐ

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

Cold Adaptation

You gain resist 5/10/15 cold (by tier).

Superior Fortitude

Gain +2/3/4 (by tier) to Fortitude, and resist 3/6/9 to ongoing damage

■フリーアクション/遭遇毎

チャネル・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

■フリーアクション/無限回

フレイミング・モーニングスター/この武器による攻撃が[火]ダメージを与えるようになる。解除はマイナーアクション

■標準アクション/無限回

ライチャス・ブランド/近接・1体/1 d 10+3[光輝]ダメージ。5マス以内の味方一人は使用者のNTEまで目標に対する近接攻撃ロールに+3パワーボーナス
ランス・オヴ・フェイス/遠隔5・敵1体/1d8+6[光輝]ダメージ。味方一人の攻撃ロールに+2
コマンド/遠隔10・敵1体/目標はNTEまで幻惑状態になり、3マス横滑りさせるか伏せ状態にさせることができる。
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/1 d 10+6[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

ビーコン・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10 h p 回復。遭遇終了時まで回復パワーが回復する h p 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回分回復力消費、1 d 6+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回分の回復力を使用でき、+1 d 6多く回復
クローク・オヴ・レジスタンス+1/使用者/NTE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
シンボル・オブ・ライフ/使用者の聖印による1回の攻撃がヒットした時/NTEまで遭遇毎パワーと1日毎パワーの回復が1 d 6多く回復する
フレイミング・モーニングスター/使用者のこの武器による攻撃がヒットした時/1 d 6の[火]の追加ダメージ、目標は継続的[火]ダメージ5を受ける (セーブ・終了)

Melissa

Level 4 Human Cleric (Templar)

HP	SCORE	ABILITY	MOD	AC
37	15	STR	2	19
Spd	10	CON	0	Fort
5	14	DEX	2	18
Init	8	INT	-1	Ref
+4	20	WIS	5	16
	10	CHA	0	Will
				21

22 Passive Insight

17 Passive Perception

Player Name: michi

Skills

Acrobatics	Dexterity	3
Arcana	Intelligence	1
Athletics	Strength	3
Bluff	Charisma	2
Diplomacy	Charisma	• 7
Dungeoneering	Wisdom	7
Endurance	Constitution	• 6
Heal	Wisdom	• 12
History	Intelligence	• 6
Insight	Wisdom	• 12
Intimidate	Charisma	2
Nature	Wisdom	7
Perception	Wisdom	7
Religion	Intelligence	• 6
Stealth	Dexterity	3
Streetwise	Charisma	2
Thievery	Dexterity	3

• 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.



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

Flaming Morningstar: +7 vs. AC, 1d10+3 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

Crossbow : +6 vs. AC, 1d8+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

Lance of Faith

At-Will ♦ Standard Action

Symbol of Life +1: +8 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

Righteous Brand

At-Will ♦ Standard Action

Flaming Morningstar: +7 vs. AC, 1d10+3 damage

Melee weapon **Target:** One creature

You smite your foe with your weapon and brand it with a ghostly, glowing symbol of your deity's anger. By naming one of your allies when the symbol appears, you add divine power to that ally's attacks against the branded foe.

Keywords: Divine, Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+2) damage, and one ally within 5 squares of you gains a +3 power bonus to melee attack rolls against the target until the end of your next turn.

Additional Effects

ヒット: 1d10+3のダメージ。使用者の5マス内の味方一人は、目標に対して使用者のNTEまで、近接攻撃ロールに対して+3のパワーボーナスを得る。

Cleric Attack 1

Cause Fear

Encounter ♦ Standard Action

Symbol of Life +1: +8 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逃走する。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

Command

Encounter ♦ Standard Action

Symbol of Life +1: +8 vs. Will

Ranged 10 **Target:** One creature

You utter a single command backed by divine will that requires obedience from your foe, directing it to move as you wish or to fall to the ground.

Keywords: Charm, Divine, Implement

Attack: Wisdom vs. Will

Hit: The target is dazed until the end of your next turn. In addition, you can either slide the target a number of squares up to 3 + your Cha modifier (+0) or knock the target prone.

Additional Effects

ヒット: 目標は使用者のNTEまで幻惑状態となり、目標を伏せ状態にさせるか3マス横滑りさせることができる

Cleric Attack 3

Used

Beacon of Hope

Daily ♦ Standard Action

Symbol of Life +1: +8 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
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

Symbol of Life +1: +8 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.

Miss: Half damage. 目標を3マス押しやり、NTEまで動けない状態にする

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

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。

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.

Symbol of Life +1

Holy Symbol ♦ Level 2

Medallion of Faith+1

Enhancement: +1 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.

トリガー：君がこの聖印によって1回の攻撃を敵にヒットさせたとき
効果：君のNTEまで、君の遭遇毎パワーまたは1日毎パワーによって、回復したキャラクターはさらに追加で1d6hp回復する。

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.

回復力値10で、回復力を消費して回復できる。

Flaming Morningstar +1

Weapon ♦ Level 5

Damage: 1d10

Proficiency Bonus: 2

Enhancement: +1 attack rolls and damage rolls

Critical: +1d6 fire damage per plus

Power (Fire) ♦ (Free Action)

この武器によって与えられる全てのダメージは [火] ダメージとなる。通常に戻すにはマイナーアクション。

Power (Fire) ♦ **Daily** (Free Action)

Trigger: 君がこの武器でヒットをしたとき

Effect: この攻撃は追加で1d6の[火]ダメージを与え、さらに目標は継続的[火]ダメージ5を受ける(セーブ・終了)。