

Player Name **Maryrita Steinhour**

Fionnuala Dunlaoghaire aka Fiona 3 **Cleric** 2,800
 Character Name Level Class Paragon Path Epic Destiny Total XP
Human Medium 15 Female 5'5" 120 lb. Good Selûne 100135614
 Race Size Age Gender Height Weight Alignment Deity RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
3	2	1	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
17	AC	11	6					

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	6	-1	

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
9	STR Strength	-1	0
14	CON Constitution	2	3
14	DEX Dexterity	2	3
10	INT Intelligence	0	1
18	WIS Wisdom	4	5
12	CHA Charisma	1	2

FORT

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	11	2			2	1	

CONDITIONAL BONUSES

REF

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	11	2			2	1	

CONDITIONAL BONUSES

WILL

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
20	11	4	2		2	1	

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
20	Passive Insight	10	+ 10
15	Passive Perception	10	+ 5

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Spear

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 2	1	-1		2			

ABILITY: Melee Basic Attack - Dagger

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 3	1	-1		3			

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
		SURGE VALUE SURGES/DAY
36	18	9 9
	1/2 HP	1/4 HP

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
1	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Spear

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8-1	-1				

ABILITY: Melee Basic Attack - Dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4-1	-1				

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS +2 bonus against charm and fear effects

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

RACE FEATURES

Bonus Feat - Choose an extra feat at 1st level.

Bonus Skill - Trained in one additional class skill.

Bonus At-Will Power - Know one extra 1st-level attack power from your class.

Human Defense Bonuses - +1 to Fortitude, Reflex, and Will.

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
2	vs AC	Spear	1d8-1
3	vs AC	Dagger (Melee)	1d4-1
6	vs AC	Dagger (Range)	1d4+2
0	vs AC	Unarmed (Melee)	1d4-1

SKILLS

BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
7	Acrobatics	DEX	3	5	-1	
6	Arcana	INT	1	5	n/a	
-1	Athletics	STR	0	0	-1	
2	Bluff	CHA	2	0	n/a	
7	Diplomacy	CHA	2	5	n/a	
5	Dungeoneering	WIS	5	0	n/a	
2	Endurance	CON	3	0	-1	
10	Heal	WIS	5	5	n/a	
1	History	INT	1	0	n/a	
10	Insight	WIS	5	5	n/a	
2	Intimidate	CHA	2	0	n/a	
5	Nature	WIS	5	0	n/a	
5	Perception	WIS	5	0	n/a	
6	Religion	INT	1	5	n/a	
2	Stealth	DEX	3	0	-1	
2	Streetwise	CHA	2	0	n/a	
2	Thievery	DEX	3	0	-1	

CLASS / PATH / DESTINY FEATURES

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

Healer's Lore - Add Wis modifier to hp healed on cleric healing powers.

Healing Word - Use healing word as an encounter (special) power; minor action.

Ritual Casting - Gain Ritual Caster as a bonus feat.

FEATS

Skill Training (Acrobatics) - Gain training in Acrobatics

Ritual Caster - Master and perform rituals

Implement Expertise (holy symbol) - +1 to attack rolls with holy symbols

Acolyte of Divine Secrets - Invoker: Religion skill, invoker at-will 1/encounter

LANGUAGES KNOWN

Elven, Common, Giant

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Sacred Flame
Gaze of Defiance
Lance of Faith

ENCOUNTER POWERS

Divine Fortune	<input type="checkbox"/>
Turn Undead	<input type="checkbox"/>
Healing Word	<input type="checkbox"/> <input type="checkbox"/>
Divine Glow	<input type="checkbox"/>
Avenging Light	<input type="checkbox"/>
Hymn of Resurgence	<input type="checkbox"/>

DAILY POWERS

Beacon of Hope	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Shield of Faith	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Ritual Book (2)
Adventurer's Kit
Chainmail (E)
Spear (E)
Holy Symbol
Alchemical Reagents (Arcana) (10)
Mystic Salves (Heal) (10)
Dagger (2)

COINS AND OTHER WEALTH

Money on hand: 654 gp
Stored money: 0 gp
Encumbrance: 68 / 90

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
ARMOR	<input type="checkbox"/>
ARMS	<input type="checkbox"/>
FEET	<input type="checkbox"/>
HANDS	<input type="checkbox"/>
HEAD	<input type="checkbox"/>
NECK	Cloak of Resistance +2 (E) <input type="checkbox"/>
RING	<input type="checkbox"/>
RING	<input type="checkbox"/>
WAIST	<input type="checkbox"/>
	Symbol of Hope +1 (Off-hand) (E) <input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Paragon (11-20)	<input type="checkbox"/> <input type="checkbox"/>	Milestone	<input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Epic (21-30)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Milestone	<input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>

RITUALS / ALCHEMY

Gentle Repose
Make Whole
Endure Elements

CHARACTER PORTRAIT



PERSONALITY TRAITS

Fionnuala Dunloaghair (aka Fiona) was named after her grandmother, Fiona Dunloaghair, daughter of Padraig and Katerina Dunloaghair. She's technically part-elven, though her grandmother and mother both wed humans, so the elven blood in attenuated. Still, the Dunloaghair family seems to be graced with the long lives of the elves.

Fionnuala's grandmother was the quiet one of the family, the peacemaker and nurturer, with a silver tongue and healing

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Moonshae Isles
Off the western coast of Faerûn lies an archipelago known as the Moonshae Isles. Home to two human cultures, the druidic Ffolk and the seafaring Northlanders, the Moonshae Isles are beset by encroaching threats from the Feywild and Amnian mercenaries bent on conquest.
You know Elven as an additional language, and you gain a +2 bonus to saving throws against charm and fear effects.

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

Fionnuala Dunlaoghaire aka Fiona

PLAYER NAME

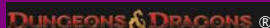
Maryrita Steinhour

RACE Human CLASS Cleric LEVEL 3

HP 36	9 STR	AC 17
Spd 5	14 CON	Fort 16
Init +3	14 DEX	Ref 16
	10 INT	Will 20
	18 WIS	
	12 CHA	

20 Passive Insight	15 Passive Perception
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PLAY DATA



ENCOUNTER SPECIAL



ENCOUNTER ACTION



Second Wind

KEYWORDS: Standard, Personal, ACTION, RANGE, vs, ATTACK, DEFENSE, TARGET

Effect: You spend a healing surge and regain 9 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS: CLERIC LEVEL: 3 BOOK: PH

Sacred Flame

KEYWORDS: Divine, Implement, Radiant

Standard: +5 Ranged 5

ACTION: RANGING

7 vs Reflex One creature

ATTACK DEFENSE TARGET

Attack: Wisdom vs. Reflex
Hit: 1d6 + Wisdom modifier (+4) radiant damage, and one ally you can see chooses either to gain temporary hit points equal to your Charisma modifier (+1) + one-half your level or to make a saving throw.
 Increase damage to 2d6 + Wisdom modifier (+4) at 21st level.

Symbol of Hope +1: +7 attack, 1d6+5 damage

CLASS Cleric LEVEL 1 BOOK PH

AT-WILL POWER



Gaze of Defiance

KEYWORDS: Divine, Implement, Psychic

Standard: +5 Ranged 5

ACTION: RANGING

7 vs Will One creature

ATTACK DEFENSE TARGET

Attack: Wisdom vs. Will
Hit: 1d8 + Wisdom modifier (+4) 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.
 Increase damage to 2d8 + Wisdom modifier (+4) at 21st level.

Symbol of Hope +1: +7 attack, 1d8+5 damage

CLASS Cleric LEVEL 1 BOOK PH

AT-WILL POWER



Lance of Faith

KEYWORDS: Divine, Implement, Radiant

Standard: +5 Ranged 5

ACTION: RANGING

7 vs Reflex One creature

ATTACK DEFENSE TARGET

Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier (+4) radiant damage, and one ally you can see gains a +2 power bonus to his or her next attack roll against the target.
 Increase damage to 2d8 + Wisdom modifier (+4) at 21st level.

Symbol of Hope +1: +7 attack, 1d8+5 damage

CLASS Cleric LEVEL 1 BOOK PH

AT-WILL POWER



Divine Fortune

KEYWORDS: Divine

Free: Personal

ACTION: RANGING

vs

ATTACK DEFENSE TARGET

Channel Divinity: You can use only one channel divinity power per encounter
Effect: You gain a +1 bonus to your next attack roll or saving throw before the end of your next turn.

CLASS Cleric LEVEL 1 BOOK PH

ENCOUNTER POWER



Turn Undead

KEYWORDS: Divine, Implement, Radiant

Standard: Close burst 2 (5 at 11th level, 8 at 15th level)

ACTION: RANGING

2 vs Will Each undead creature in burst

ATTACK DEFENSE TARGET

Channel Divinity: You can use only one channel divinity power per encounter
Attack: Wisdom vs. Will
Hit: 1d10 + Wisdom modifier (+4) radiant damage, and you push the target a number of squares equal to 3 + your Charisma modifier (+1). The target is immobilized until the end of your next turn.
 Increase damage to 2d10 + Wisdom modifier (+4) at 5th level, 3d10 + Wisdom modifier (+4) at 11th level, 4d10 + Wisdom modifier (+4) at 15th level, 5d10 + Wisdom modifier (+4) at 21st level, and 6d10 + Wisdom modifier (+4) at 25th level.
Miss: Half damage, and the target is not pushed or immobilized.

Symbol of Hope +1: +7 attack, 1d10+5 damage

CLASS Cleric LEVEL 1 BOOK PH

ENCOUNTER POWER



Healing Word

KEYWORDS: Divine, Healing

Minor: Close burst 5 (10 at 11th level, 15 at 15th level)

ACTION: RANGING

5 vs

ATTACK DEFENSE TARGET

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.
Effect: The target can spend a healing surge and regain an additional 1d6 hit points.
 Increase the amount of additional hit points regained to 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.

Unarmed: +1 attack regain an additional 4 hit points.

CLASS Cleric LEVEL 1 BOOK PH

ENCOUNTER POWER



Divine Glow

KEYWORDS		Divine, Implement, Radiant	USED
Standard	3	Close blast 3	
ACTION		RANGE	
7	vs Reflex	Each enemy in blast	
ATTACK	DEFENSE	TARGET	

Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier (+4) radiant damage.
Effect: Allies in the blast gain a +2 power bonus to attack rolls until the end of your next turn.

Symbol of Hope +1: +7 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Avenging Light

KEYWORDS		Divine, Implement, Radiant	USED
Standard	10	Ranged 10	
ACTION		RANGE	
5	vs Fort	One creature	
ATTACK	DEFENSE	TARGET	

Attack: Wisdom vs. Fortitude
Hit: 1d10 + Wisdom modifier (+4) radiant damage. If a bloodied ally is adjacent to the target, the attack deals extra radiant damage equal to your Constitution modifier (+2).
 Level 21: 2d10 + Wisdom modifier (+4) radiant damage.
Special: You can use this power as a ranged basic attack.

Unarmed: +5 attack, 1d10+4 damage

ADDITIONAL EFFECTS

CLASS Invoker LEVEL 1 BOOK PH2

ENCOUNTER POWER DUNGEONS & DRAGONS

Hymn of Resurgence

KEYWORDS		Divine, Implement	USED
Standard	5	Close burst 5	
ACTION		RANGE	
7	vs Fort	Each enemy in blast	
ATTACK	DEFENSE	TARGET	

Attack: Wisdom vs. Fortitude
Hit: The target takes a -2 penalty to all defenses. 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.

Symbol of Hope +1: +7 attack

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 3 BOOK DP

ENCOUNTER POWER DUNGEONS & DRAGONS

Beacon of Hope

KEYWORDS		Divine, Healing, Implement	USED
Standard	3	Close burst 3	
ACTION		RANGE	
7	vs Will	Each enemy in burst	
ATTACK	DEFENSE	TARGET	

Attack: Wisdom vs. Will
Hit: The target is weakened until the end of its next turn.
Effect: You and all your allies in the burst regain 5 hit points, and your healing powers restore +5 hit points until the end of the encounter.

Symbol of Hope +1: +7 attack regain an additional 4 hit points.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

DAILY POWER DUNGEONS & DRAGONS

Shield of Faith

KEYWORDS		Divine	USED
Standard	5	Close burst 5	
ACTION		RANGE	
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> DAILY			

Targets: You and each ally in burst
Effect: The targets gain a +2 power bonus to AC until the end of the encounter.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 2 BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

Symbol of Hope +1

DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		3	+1d6 damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

Power (Daily): Immediate Reaction. You can use this power when you or an ally within 5 squares of you is hit by an effect that a save can end. You or the ally gains a +5 power bonus to saving throws against the effect.

ITEM SLOT Off-hand WEIGHT 0 PRICE 680 BOOK PH

MAGIC WEAPON DUNGEONS & DRAGONS

Cloak of Resistance +2

AC BONUS	CHECK	SPEED	QUANTITY
+2 Fortitude, Reflex, and Will		7	1
ENHANCEMENT	LEVEL	TYPE	
		Neck Slot Item	

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

Power (Daily): Minor Action. Gain resist 5 to all damage until the start of your next turn.

ITEM SLOT Neck WEIGHT 0 PRICE 2600 BOOK PH

MAGIC ITEM DUNGEONS & DRAGONS