

CHARACTER NAME
Celestia Gaia

PLAYER NAME
Liam Gilhooly

RACE Elf CLASS Cleric LEVEL 2

SCORE	ABILITY	MOD
HP	STR	+3
31	16	
Spd	CON	+2
6	14	
Init	DEX	+1
+2	12	
	INT	-1
	9	
	WIS	+4
	18	
	CHA	-1
	8	

AC	17
Fort	15
Ref	13
Will	18

20 Passive Insight 17 Passive Perception


Skills

1	Acrobatics	DEX
5	Arcana	INT (Trained)
3	Athletics	STR
0	Bluff	CHA
0	Diplomacy	CHA
5	Dungeoneering	WIS
2	Endurance	CON
10	Heal	WIS (Trained)
0	History	INT
10	Insight	WIS (Trained)
0	Intimidate	CHA
7	Nature	WIS
7	Perception	WIS
5	Religion	INT (Trained)
1	Stealth	DEX
0	Streetwise	CHA
1	Thievery	DEX

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS



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.

PLAY DATA

Second Wind

KEYWORDS: Standard, Personal, ACTION, RANGE, AT-WILL, ENCOUNTER, DAILY

Effect: You spend a healing surge and regain 7 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 2 BOOK PH

PLAY DATA

Melee Basic Attack

KEYWORDS: Weapon, Standard, ACTION, RANGE, ATTACK, DEFENSE, TARGET

6 vs AC One creature

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+3) damage.
Level 21: 2[W] + Strength modifier (+3) damage.

Morningstar: +6 attack, 1d10+3 damage
Unarmed: +4 attack, 1d4+3 damage

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

CLASS Cleric LEVEL * 2 BOOK PH

ENCOUNTER SPECIAL

Ranged Basic Attack

KEYWORDS: Weapon, Standard, ACTION, RANGE, ATTACK, DEFENSE, TARGET

2 vs AC One creature

Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+1) damage.
Level 21: 2[W] + Dexterity modifier (+1) damage.

Unarmed: +2 attack, 1d4+1 damage

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

CLASS Cleric LEVEL * 2 BOOK PH

UTILITY POWER

Sacred Flame

KEYWORDS: Divine, Implement, Radiant, Standard, ACTION, RANGE, ATTACK, DEFENSE, TARGET

6 vs Reflex One creature

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.

Magic Holy Symbol +1: +6 attack, 1d6+5 damage
Morningstar: +5 attack, 1d6+4 damage
Unarmed: +5 attack, 1d6+4 damage

FLAVOR TEXT
Sacred light shines from above, searing a single enemy with its radiance while at the same time aiding an ally with its beneficent power.

CLASS Cleric LEVEL 1 BOOK PH

AT-WILL POWER

Righteous Brand

KEYWORDS: Divine, Weapon, Standard, ACTION, RANGE, ATTACK, DEFENSE, TARGET

6 vs AC One creature

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+3) 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. Increase damage to 2[W] + Strength modifier (+3) at 21st level.

Morningstar: +6 attack, 1d10+3 damage
Unarmed: +4 attack, 1d4+3 damage

FLAVOR TEXT
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.

CLASS Cleric LEVEL 1 BOOK PH

ENCOUNTER POWER

Elven Accuracy

KEYWORDS: Free, Personal, ACTION, RANGE, ATTACK, DEFENSE, TARGET

Trigger: You make an attack roll and dislike the result.
Effect: Reroll the attack roll. Use the second roll, even if it's lower.

FLAVOR TEXT
With an instant of focus, you take careful aim at your foe and strike with the legendary accuracy of the elves.

CLASS Racial Power LEVEL * BOOK PH

Melora's Tide

KEYWORDS	Divine, Healing	USED
Minor	5	Ranged 5
ACTION		RANGE
vs		You or one ally; bloodied target or
ATTACK	DEFENSE	TARGET

Channel Divinity: You can use only one channel divinity power per encounter
Effect: The target gains regeneration 2 until the end of the encounter or until he or she is no longer bloodied.
 If you are 11th level or higher, this power grants regeneration 4 instead. If you are 21st level or higher, this power grants regeneration 6 instead.

Unarmed: +1 attack

FLAVOR TEXT
Melora sends a tide of healing energy to aid you or a bloodied friend.

CLASS	LEVEL *	BOOK	PH
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Healing Word

KEYWORDS	Healing	USED
Minor	5	Close burst 5 (10 at 11th level, 15
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: You or one ally in the burst
Effect: The target can spend a healing surge and regain 1d6 additional hit points.
 Level 6: 2d6 additional hit points.
 Level 11: 3d6 additional hit points.
 Level 16: 4d6 additional hit points.
 Level 21: 5d6 additional hit points.
 Level 26: 6d6 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.

Unarmed: +1 attack

ADDITIONAL EFFECTS
You whisper a brief prayer as divine light washes over your target, helping to mend its wounds.

CLASS	LEVEL	BOOK	PH
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Wrathful Thunder

KEYWORDS	Divine, Thunder, Weapon	USED
Standard	*	Melee weapon
ACTION		RANGE
6	vs	AC
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+3) thunder damage, and the target is dazed until the end of your next turn.

Morningstar: +6 attack, 1d10+3 damage
 Unarmed: +4 attack, 1d4+3 damage

FLAVOR TEXT
Your arm is made strong by the power of your deity. When you strike, a terrible thunderclap smites your adversary and dazes him.

CLASS	LEVEL 1	BOOK	PH
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Divine Fortune

KEYWORDS	Divine	USED
Free		Personal
ACTION		RANGE
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.

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

CLASS	LEVEL	BOOK	PH
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Turn Undead

KEYWORDS	Divine, Implement, Radiant	USED
Standard		Close burst 2 (5 at 11th level, 8 at
ACTION	2	RANGE
6	vs	Will
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.

Magic Holy Symbol +1: +6 attack, 1d10+5 damage
 Morningstar: +5 attack, 1d10+4 damage
 Unarmed: +5 attack, 1d10+4 damage

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

CLASS	LEVEL	BOOK	PH
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Beacon of Hope

KEYWORDS	Divine, Healing, Implement	USED
Standard		Close burst 3
ACTION	3	RANGE
6	vs	Will
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.

Magic Holy Symbol +1: +6 attack
 Morningstar: +5 attack
 Unarmed: +5 attack

FLAVOR TEXT
A burst of divine energy harms your foes and heals your allies. The radiant energy lingers around your holy symbol and improves your healing powers for the rest of the battle.

CLASS	LEVEL 1	BOOK	PH
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Life Transference

KEYWORDS	Divine, Healing	USED
Standard	*	Melee touch
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: One creature
Effect: You take damage equal to your healing surge value, which can't be reduced in any way. The target regains hit points equal to twice that value.

Unarmed: +1 attack

ADDITIONAL EFFECTS
Bruises and lacerations appear on your body as they vanish from your patient.

CLASS	LEVEL 2	BOOK	DP
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Morningstar

1d10	2	Mace	
DAMAGE	PROFICIENT	GROUP	RANGE

PROPERTIES
 Simple two-handed melee weapon
 Cost: 10 gp
 Damage: 1d10
 Proficient: +2
 Weight: 8 lb.

Melee Basic Attack: +6 attack, 1d10+3 damage

NOTES

ITEM SLOT	Two-Hands	WEIGHT	8	PRICE	10	BOOK	PH
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Ritual Book

			1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES
 Ritual casters use a ritual book to store the rituals they have mastered.

NOTES

ITEM SLOT		WEIGHT	3	PRICE	50	BOOK	PH
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Gentle Repose

AC BONUS	CHECK	SPEED	QUANTITY
			1

PROPERTIES

This ritual is performed on an adjacent corpse. It quintuples the time the corpse can lie dead and still be affected by Raise Dead or a similar ritual. Gentle Repose also protects the corpse from being raised as an undead creature for 150 days.

NOTES

ITEM SLOT: WEIGHT 0 PRICE BOOK PH

Chainmail

AC BONUS	CHECK	SPEED	QUANTITY
6	-1	-1	1

PROPERTIES

Metal rings woven together into a shirt, leggings, and a hood make up a suit of chainmail. Chainmail grants good protection, but it's cumbersome, so it reduces your mobility and agility.

NOTES

ITEM SLOT: Body WEIGHT 40 PRICE 40 BOOK PH

Adventurer's Kit

AC BONUS	CHECK	SPEED	QUANTITY
			1

PROPERTIES

This kit includes a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days' worth of trail rations, 50 feet of hempen rope, and a waterskin.

NOTES

ITEM SLOT: WEIGHT 33 PRICE 15 BOOK PH

Create Holy Water

AC BONUS	CHECK	SPEED	QUANTITY
			1

PROPERTIES

This ritual infuses astral radiance into a small quantity of ordinary water. The cost to do so depends on the level of the holy water you choose to create. You cannot create holy water of a level higher than your own. Aside from its effect on undead and demons, holy water acts as normal pure water in all ways. It can be distinguished from normal water with examination and a successful DC 15 Religion or Arcana check.

*See the Holy Water item for component costs.

NOTES

ITEM SLOT: WEIGHT 0 PRICE BOOK DP

Magic Holy Symbol +1

DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		1	+1d6 damage

ENHANCEMENT	LEVEL	CRITICAL

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT: Off-hand WEIGHT 0 PRICE 360 BOOK PH

Potion of Healing (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1

ENHANCEMENT	LEVEL	TYPE
	5	Potion

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

Power (Consumable * Healing): Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

ITEM SLOT: WEIGHT 0 PRICE 50 BOOK PH

Amulet of Health +1

AC BONUS	CHECK	SPEED	QUANTITY
			1

ENHANCEMENT	LEVEL	TYPE
+1 Fortitude, Reflex, and Will	3	Neck Slot Item

PROPERTIES

Gain resist 5 poison.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT: Neck WEIGHT 0 PRICE 680 BOOK PH

Magic Weapon

ITEM SLOT: WEIGHT PRICE BOOK PH

Magic Item

ITEM SLOT: WEIGHT PRICE BOOK PH