



LAMANDER MALE HUMAN CLERIC

LEVEL 6 GOOD

"Fear not, for my god shall bless and heal thee."



Ability Score	Value	Modifier
STRENGTH	14	+2
CONSTITUTION	13	+1
DEXTERITY	10	+0
INTELLIGENCE	12	+1
WISDOM	19	+4
CHARISMA	12	+1

ARMOR CLASS	21
FORTITUDE DEFENSE	18
REFLEX DEFENSE	17
WILL DEFENSE	22
INITIATIVE	+7
SPEED (SQUARES)	5

HIT POINTS	54	HEALING SURGE HP HEALED	13	SECOND WIND	<input type="checkbox"/>
BLOODIED	27	HEALING SURGES/DAY	8	(Use second wind up to 1/encounter)	

Current Hit Points

Current Surge Uses

Basic Attack Name	Attack Bonus	Damage	Range/Properties
Mace	+5 vs. AC	1d8+2	Versatile (+1 damage when 2-handed)
Dagger	+3 vs. AC (+6 thrown)	1d4+2	5 squares normal/10 squares max

FEATS

Human Perseverance (+1 to saving throws)
Improved Initiative
Shield Proficiency (Light)
Student of Battle [Multiclass Warlord]
Toughness (+5 hit points)

Passive Insight	17
Passive Perception	17

SKILLS

Diplomacy	+9
Dungeoneering	+7
Heal	+12
Insight	+7
Nature	+7
Perception	+7
Religion	+9

RACE AND CLASS FEATURES

Channel Divinity: Divine Fortune
(see back)
Channel Divinity: Turn Undead (see back)
Healing Word (see back)
Inspiring Word (see back)

Languages: Common and Dwarven
Normal Vision

Note: Some race and class features area already added into the character's statistics and are not listed on the sheet.

EQUIPMENT

Light shield, mace, dagger, holy symbol, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

MAGIC ITEMS

Amulet of Protection +2

Level 6

This light blue amulet increases your defenses.

Item Slot: Neck

Enhancement: Fortitude, Reflex and Will

Exalted Armor +1

Level 5

Clerics and warlords often seek out exalted armor because of its properties that improve their healing powers.

Armor: chain

Enhancement: AC

Power (Daily, Healing): Minor action. Until the end of your turn, each character healed by one of your encounter or daily powers regains an additional 1d10 + 4 hit points.

Symbol of Life +2

Level 7

The power of your faith adds energy to your healing powers.

Implement (Holy Symbol)

Enhancement: +2 to attack rolls and damage rolls

Critical: +2d6 damage

Power (Daily, Healing): Minor action. Until the end of your turn, any character healed by one of your encounter or daily powers regains an additional 1d6 hit points.

PRAYERS (DIVINE POWERS)

Your powers are called prayers, since they are from the divine power source. Some of your powers require you to use a weapon. If a power does not state "weapon", then you don't need to have your weapon in your hand. You usually have your holy symbol (an implement) in your hand when you use certain powers, but it's not required.

At-Will Prayers

Lance of Faith

Cleric Attack 1

A brilliant ray of light sears your foe with golden radiance. Sparkles of light linger around the target, guiding your ally's attack.

At-Will ♦ Divine, Implement, Radiant

Standard Action **Ranged 5**

Target: One creature

Attack: +9 vs. Reflex

Hit: 1d8 + 6 radiant damage, and one ally you can see gains a +2 power bonus to his or her next attack roll against the target.

Priest's Shield

Cleric Attack 1

You utter a minor defensive prayer as you attack with your weapon.

At-Will ♦ Divine, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: +5 vs. AC

Hit: 1d8 + 2 damage (if using dagger 1d4 + 2 damage), and you and one adjacent ally gain a +1 power bonus to AC until the end of your next turn.

Sacred Flame

Cleric Attack 1

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

At-Will ♦ Divine, Implement, Radiant

Standard Action **Ranged 5**

Target: One creature

Attack: +9 vs. Reflex

Hit: 1d6 + 6 radiant damage, and one ally you can see chooses either to gain 7 temporary hit points or to make a saving throw.

Encounter Prayers

Channel Divinity: Divine Fortune

Cleric Feature

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

Encounter ♦ Divine

Special: You can use *divine fortune*, or *turn undead* once per encounter, but only one of them per encounter.

Free Action **Personal**

Effect: You gain a +1 bonus to your next attack roll or saving throw before the end of your next turn.

Channel Divinity: Turn Undead

Cleric Feature

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

Encounter ♦ Divine, Implement, Radiant

Special: You can use *divine fortune* or *turn undead* once per encounter, but only one of them per encounter.

Standard Action **Close burst 2**

Target: Each undead creature in burst

Attack: +9 vs. Will

Hit: 1d10 + 6 radiant damage, and you push the target 5 squares. The target is immobilized until the end of your next turn.

Miss: Half damage, and the target is not pushed or immobilized.

Daunting Light

Cleric Attack 3

A burning column of light engulfs your foe. Its brilliance burns and hinders your foe's defense for a short time.

Encounter ♦ Divine, Implement, Radiant

Standard Action **Ranged 10**

Target: One creature

Attack: +9 vs. Reflex

Hit: 2d10 + 6 radiant damage

Effect: One ally you can see gains combat advantage against the target until the end of your turn.

Divine Glow

Cleric Attack 1

Murmuring a prayer to your deity, you invoke a blast of white radiance from your holy symbol. Foes burn in its stern light, but your allies are heartened and guided by it.

Encounter ♦ Divine, Implement, Radiant

Standard Action **Close blast 3**

Target: Each enemy in the blast

Attack: +9 vs. Reflex

Hit: 1d8 + 6 radiant damage

Effect: Allies in the blast gain a +2 power bonus to attack rolls until the end of your turn.

Healing Word

Cleric Feature

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

Encounter (Special) ♦ Divine, Healing

Special: You can use this power twice per encounter, but only once per round.

Minor Action Close burst 5

Target: You or one ally

Effect: The target can spend a healing surge and regain an additional 1d6 + 4 hit points.

Daily Prayers

Beacon of Hope

Cleric Attack 1

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.

Daily ♦ Divine, Healing, Implement

Standard Action Close burst 3

Target: Each enemy in the burst

Attack: +9 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.

Consecrated Ground

Cleric Attack 5

With a wave of your hand, jagged lines of radiant light spread across the ground around you like a crackling web, moving at your whim. Enemies that stand upon this ground suffer the wrath of your deity.

Daily ♦ Divine, Healing, Radiant, Zone

Standard Action Close burst 1

Effect: The burst creates a zone of sanctified ground that lasts until the end of your next turn. You can move the origin square of the zone 3 squares as a move action. Enemies that start their turns within the zone take 1d6 + 4 radiant damage. You and any allies who are bloodied and start their turn within the zone regain hit points equal to 5.

Sustain Minor: The zone persists.

Utility Prayers

Cure Light Wounds

Cleric Utility 2

You utter a simple prayer and gain the power to instantly heal wounds, and your touch momentarily suffuses you or a wounded creature with a dim silver light.

Daily ♦ Divine, Healing

Standard Action Melee touch

Target: You or one creature.

Effect: The target regains hit points as if it had spent a healing surge.

Bastion of Health

Cleric Utility 6

You invoke a prayer that instantly fortifies one of your allies.

Encounter ♦ Divine, Healing

Minor Action Ranged 10

Target: You or one ally.

Effect: The target can spend a healing surge. Add 4 to the hit points regained.

EXPLOITS (MARTIAL POWERS)

Your powers are martial exploits, deeds of extraordinary skill and daring learned through trial and blood-soaked error. Some powers are better for the inspiring warlord and others for the tactical warlord, but you're free to choose any powers you like.

Inspiring Word

Warlord Feature

You call out to a wounded ally and offer inspiring words of courage and determination that helps the ally heal.

Daily (Special) ♦ Martial, Healing

Special: You can use this power twice per encounter, but only once per round.

Minor Action Close burst 5

Target: You or one ally in burst

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

BACKGROUND

You were a humble servant of Pelor, devoted to caring for the commonfolk of the land. The day came when you could no longer stand by and let the Empire rule over them with little regard for their health and wellbeing. You called upon your god to grant you the power to protect them and to throw off the rule of the Empire. With this power granted to you, you find yourself part of the rebellion.

Thorfin: The dwarf is a stalwart companion, but hidden beneath his grim demeanor lurks a heartless killer. You seek to temper his ferocity.

Althaca: The eladrin is aloof and cryptic. You question her motives and seek to discover them.

Adrie: The elf is required for this mission to succeed, but you shall have as little as possible to do with her. Her concern is for herself and not for others.

Torinn: The dragonborn is another of your god's worshippers. You confide and depend on him.