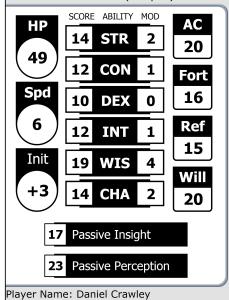
Zem

Level 6 Wood Elf Cleric (Templar)



Skills

Dexterity		2
Intelligence	•	9
Strength		4
Charisma		5
Charisma	•	10
Wisdom		7
Constitution		3
Wisdom	•	14
Intelligence	•	9
Wisdom		7
Charisma		5
Wisdom		9
Wisdom		13
Intelligence	•	9
Dexterity		2
Charisma		5
Dexterity		2
	Intelligence Strength Charisma Charisma Wisdom Constitution Wisdom Intelligence Wisdom Charisma Wisdom Wisdom Unation Underligence Wisdom Untelligence Dexterity Charisma	Intelligence Strength Charisma Charisma Wisdom Constitution Wisdom Intelligence Wisdom Charisma Wisdom Wisdom Charisma Wisdom Untelligence Dexterity Charisma

Action Point

Base action points: 1



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

Holy Healer's Mace +2: +10 vs. AC, 1d8+4 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

• indicates a trained skill. Ranged Basic Attack At-Will ♦ Standard Action

Unarmed: +3 vs. AC, 1d4 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 (+0) damage.

Level 21: 2[W] + Dex modifier (+0)

damage.

Additional Effects

Lance of Faith At-Will ♦ Standard Action

Symbol of Life +1: +8 vs. Reflex, 1d8+5 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 (+4) radiant damage, and one ally you can see gains a +2 power bonus to his or her next attack roll

against the target.

Additional Effects

Basic Attack

Sacred Flame

At-Will ♦ Standard Action

Symbol of Life +1: +8 vs. Reflex, 1d6+5 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 (+4) 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 (+2) + one-half your level.

Additional Effects

Basic Attack

Healing Strike

Encounter • Standard Action

Holy Healer's Mace +2: +10 vs. AC, 2d8+4

damage

Melee weapon Target: One

creature

You call out your god's might to your enemy as you strike, challenging your foe. Your deity bestows a minor blessing of healing upon you or an ally

Keywords: Divine, Healing, Radiant, Weapon

Attack: Strength vs. AC

Hit: 2[W] + Str modifier (+2) radiant damage, and you mark the target until the end of your next turn. In addition, you or one ally within 5 squares of you can spend a healing surge.

Additional Effects

Cleric Attack 1

Resurgent Sun

Encounter • Standard Action

Holy Healer's Mace +2: +12 vs. AC, 2d8+6

damage

Melee weapon

Target: One

creature

A golden radiance flares as you strike, mending your wounds or those of an ally.

Keywords: Divine, Healing, Radiant,

Attack: Wisdom vs. AC

Hit: 2[W] + Wis modifier (+4) radiant damage.

Effect: You or one ally within 5 squares of you can spend a healing surge.

Additional Effects

Used ☐ Cleric Attack 3

Cleric Attack 1

Cleric Attack 1

Used □