

Zem

Level 6 Wood Elf Cleric (Templar)

HP 49	SCORE	ABILITY	MOD	AC 20
	14	STR	2	
Spd 6	12	CON	1	Fort 16
	10	DEX	0	
Init +3	12	INT	1	Ref 15
	19	WIS	4	
	14	CHA	2	Will 20
	17	Passive Insight		
	23	Passive Perception		

Player Name: Daniel Crawley

Skills

Acrobatics	Dexterity	2
Arcana	Intelligence	• 9
Athletics	Strength	4
Bluff	Charisma	5
Diplomacy	Charisma	• 10
Dungeoneering	Wisdom	7
Endurance	Constitution	3
Heal	Wisdom	• 14
History	Intelligence	• 9
Insight	Wisdom	7
Intimidate	Charisma	5
Nature	Wisdom	9
Perception	Wisdom	13
Religion	Intelligence	• 9
Stealth	Dexterity	2
Streetwise	Charisma	5
Thievery	Dexterity	2

• indicates a trained skill.

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

Basic Attack

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

Basic Attack

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

Cleric Attack 1

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

Cleric Attack 1

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

Used

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, Weapon

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

Cleric Attack 3

Used