

Name _____ Action Points _____

As an Elf, you are swift and observant. As a Cleric, your prayers boost your allies as they strike down your foes. In combat, you are most comfortable at long to medium range, but a few of your powers function best in or near melee. You are a charismatic and confident leader with excellent intuition into both the ways of the gods and the natural world.

Hit Points 25 _____

Temporary Hit Points _____

Bloodied 12 • Healing Surge 6 • Surges/day 8

Initiative +3 _____ • Surges Used _____

Defenses

AC 16 • Fortitude 11 • Reflex 13 • Will 16

Basic Attacks damage range

Melee +2 (mace)

1d8

range

Ranged +4 (longbow)

1d10+2

20/40

Character Traits

Height 5'8" • Weight 150 lbs. • Medium Fey

Speed 7 squares • Low-light vision

Languages: Common, Elven • Alignment: Good

Race & Class Features

Group Awareness: Non-elves within 5 squares of you gain a +1 racial bonus to Perception checks.

Wild Step: You ignore difficult terrain when you shift, even if you can shift multiple squares.

Healer's Lore: Your powers with the Healing keyword heal an additional +4 damage (included)

Abilities / Modifiers

Strength	10	0	Intelligence	9	-1
Constitution	13	+1	Wisdom	18	+4
Dexterity	16	+3	Charisma	14	+2

Skills • bold indicates Trained

Acrobatics	+2	Insight	+4
Arcana	-1	Intimidate	+2
Athletics	-1	Nature	+11
Bluff	+2	Perception	+6
Diplomacy	+7	Religion	+4
Dungeoneering	+4	Stealth	+2
Endurance	+1	Streetwise	+2
Heal	+9	Thievery	+2
History	-1		

Gear • Gold _____ (start with 10 gp)

Armor: Hide Armor (+3 AC, -1 ACP)**Weapons:** Mace, Longbow, 50 arrows

Adventurer's Kit: 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.

Non-magical **holy symbol**.Healing Word • Cleric Feature

Encounter (special) • Divine, Healing

Minor Action • Close burst 5

Effect: You or one ally in the burst can spend a healing surge, and regain an additional 1d6+4 hit points.

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

Elven Accuracy • Elf Racial Power

Encounter

Free Action • Personal

Effect: Reroll an attack roll, keeping the second even if it is worse than the first.

Divine Fortune • Channel Divinity

Encounter • Divine

Free Action • Personal

Effect: You gain a +1 bonus to your next attack roll or saving throw

Turn Undead • Channel Divinity

Encounter • Divine, Implement, Radiant

Standard • Close burst 2

Target: Each undead critter in burst.

Attack: +4 vs. Will

Hit: 1d10+4 radiant damage, and you can 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.

Special: You may only use one Channel Divinity power in a single encounter. When you use either power, mark Divine Fortune as used. You may not use any Channel Divinity power if Divine Fortune is already marked as used.

Lance of Faith • Cleric Attack 1

At-Will • Divine, Implement, Radiant

Standard • Ranged 5

Target: one creature

Attack: +4 vs. Reflex

Hit: 1d8+4 radiant damage, and one ally you can see gains a +2 power bonus to his next attack against the target.

Sacred Flame • Cleric Attack 1

At-Will • Divine, Implement, Radiant

Standard • Ranged 5

Target: one creature

Attack: +4 vs. Reflex

Hit: 1d6+4 radiant damage, and one ally you can see gains either 2 temporary hit points, or an immediate saving throw.