

Initiative: **3** (+3 dex)  
Action Points: 1  
Max Hit Points: 23hp  
Bloodied: 1 hp  
Healing: 5hp  
Surges: 7/day  
2nd Wind: 1/encounter

AC: **16** (+3 armor, +3 dex)  
Fort: **10**  
Ref: **13** (+3 dex)  
Will: **17** (+5 wis, +2 race)

Movement: **7**  
Vision: Low-Light  
Passive Insight: **20**  
Passive Perception: **17**

Skills:  
3 Acrobatics dex  
4 Arcana int (+5 trnd)  
-1 Athletics str (-1 armor)  
0 Bluff cha  
0 Diplomacy cha  
5 Dungeoneering wis  
-1 Endurance con (-1 armor)  
**10** Heal wis (+5 trnd)  
-1 History int  
**10** Insight wis (+5 trnd)  
0 Intimidate cha  
7 Nature wis (+2 race)  
7 Perception wis (+2 race)  
4 Religion int (+5 trnd)  
2 Stealth dex (-1 armor)  
0 Streetwise cha  
2 Thievery dex (-1 armor)  
Languages: Common, Elven.

Proficiencies: Cloth, Leather, Hide, &  
Chainmail Armors; Simple Melee &  
Ranged; Shortbow & Longbow (race).

Name: Corvus  
Level: 1  
XP: 0  
Race: Elf  
Role: Leader  
Class: Cleric  
Build: Devoted  
Source: Divine  
Gender: Male  
Stats: 6', 130lbs, age 30  
Alignment: Unaligned  
Deity: The Raven Queen (kept secret)  
Personality: Quite, friendly, reserved.

Gold: 35                  Silver: 10  
Equipment: 62lbs out of 100lbs  
-Hide Armor, 25lbs.  
-BA: Dagger, **+3 vs AC**, 1d4, 1lbs.  
-Ritual Book; 3 of 128 pages, 3lbs.  
-SAK: a backpack, a bedroll, flint and steel,  
a belt pouch, two sunrods, ten trail rations,  
50 feet of hempen rope, a waterskin. 33lbs

Race & Class Features:  
-Group Awareness: Allies within 5 squares  
a +1 racial bonus to Perception checks.  
-Wild Step: Shifting ignores difficult terrain.  
-Implement Proficiency: Holy Symbols  
-Healer's Lore: If healing using the healing  
keyword add **+5** (wis) to the healing result.  
Feat: Elven Precision

First Aid: Standard Action.  
-Grant Second Wind: DC 10; An adjacent  
ally can use a second wind without having  
to spend an action, without defense bonuses.  
-Stabilize the Dying: DC 15; an adjacent  
ally is stabilized, without being healed.  
-Grant a Saving Throw: DC 15; an adjacent  
ally can make a saving throw, or gets a +2  
bonus to one at the end of his next turn.

RITUALS:  
Make Whole: 20% of item's cost.  
Casting Time: 10 minutes  
A single object that can fit in a 10-foot cube  
is completely repaired.  
Gentle Repose: 10gp  
Casting Time: 1 hour.  
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.  
Comprehend Language: 10gp  
Time: 10 minutes for 24 hours.  
Choose a language you have heard or seen  
within 24 hours to understand it spoken for  
the next 24 hours. Cast from seeing writing  
allows you to read the language for the next  
24 hours. If seen and heard you can do both.

+0 Str: 10  
+0 Con: 11  
**+3** Dex: 16 (+2 race)  
-1 Int: 8  
**+5** Wis: 20 (+2 race)  
+0 Cha: 10

AT WILL POWERS:  
Lance of Faith: Divine, Imp, Radiant  
Standard Action, Ranged 5  
Target: One creature  
Attack: **+5 (wis) vs. Reflex**  
Hit: 1d8+5 (wis) radiant damage, and one  
ally you can see gains a +2 power bonus to  
his next attack against the target.

Sacred Flame: Divine, Imp, Radiant  
Standard Action, Ranged 5  
Target: One creature  
Attack: **+5 (wis) vs. Reflex**  
Hit: 1d6+5 (wis) radiant damage, and one  
ally you can see makes a saving throw.

ENCOUNTER POWERS:  
Divine Glow: Divine, Imp, Radiant  
Standard Action, Close Blast 3  
Target: Each enemy in blast  
Attack: **+5 (wis) vs. Reflex**  
Hit: 1d8+5 (wis) radiant damage.  
Effect: Allies in the blast gain a +2 power  
bonus to attack until your next turn ends

CD Healing Word: Divine, Healing  
Minor Action, Close Burst 5  
Target: You or one ally  
Effect: The target can spend a healing surge  
and regain an additional 1d6+5hp (class).  
Special: You can use this power twice per  
encounter, but only once per round.

CD Turn Undead: Divine, Imp, Radiant,  
Standard Action, Close Burst 2  
Target: Each undead creature in burst  
Attack: **+5 (wis) vs. Will**  
Hit: 1d10+5 (wis) radiant damage. Target(s)  
immobilized until the end of your next turn.  
Miss: Half damage, and no immobilization.

Elven Accuracy: Free Action, Personal  
Effect: Reroll an attack at +2 (feat).

DAILY POWERS:  
Beacon of Hope: Divine, Healing, Imp.  
Standard Action, Close Burst 3  
Target: Each enemy in burst  
Attack: **+5 (wis) vs. Will**  
Hit: Target(s) weakened until end of its turn.  
Effect: You and all allies in the burst regain  
10hp (5+class), and your healing powers  
restore +10hp (5+class) encounters end.