

Icid Frostmarrow

Sex: Female Age: 24 Race: Half-Elf Class: Cleric Level: 1
 Alignment: Unaligned Size: Medium Deity: Sehanine
 Languages: Common, Elven, Supernal Exp: _____

Strength: 12 +1 **Armor Class:** 16
Constitution: 12 +1 **Fortitude Defense:** 11
Dexterity: 10 +0 **Reflex Defense:** 10
Intelligence: 10 +0 **Will Defense:** 16
Wisdom: 18 +4 **Initiative:** +0
Charisma: 14 +2 **Speed:** 5

Hit Points: 22 **healing Surge HP healed:** 5
Bloodied: 11 **healing Surge/Day:** □□□□□□□□

Basic Attacks

Morningstar
 Dagger

Attack Bonus

+3
 +4 (+3 thrown)

Damage

1d10+1
 1d4+1 (1d4 thrown)

Range

Melee
 5/10

Properties

Light thrown, Off Hand



Race and Class Features

Vision: Low-Light

Dilettante: At 1st level, you choose an at-will power from a class different from yours. You can use that power as an encounter power.

Dual Heritage: You can take feats that have either elf or human as a prerequisite (as well as those specifically for half-elves), as long as you meet any other requirements.

Group Diplomacy: You grant allies within 10 squares of you a +1 racial bonus to Diplomacy checks.

Armor Proficiencies: Cloth, leather, hide, chainmail

Weapon Proficiencies: Simple melee, simple ranged

Implement: Holy symbol

Channel Divinity: Once per encounter you can invoke divine power, filling yourself with the might of your patron deity. With the divine might you invoke you can wield special powers, such as *turn undead* and *divine fortune*. Some clerics learn other uses for this feature; for instance, the divinity feats in Chapter 6 grant characters with access to the Channel Divinity class feature the ability to use additional special powers.

Regardless of how many different uses for Channel Divinity you know, you can use only one such ability per encounter. The special ability or power you invoke works just like your other powers.

Healer's Lore: Your study of healing allows you to make the most of your healing prayers. When you grant healing with one of your cleric powers that has the healing keyword, add your Wisdom modifier to the hit points the recipient regains.

Healing Word: Using the *healing word* power, clerics can grant their comrades additional resilience with nothing more than a short prayer.

Ritual Casting: You gain the Ritual Caster feat (page 200) as a bonus feat, allowing you to use magical rituals (see Chapter 10). You possess a ritual book, and it contains two rituals you have mastered: the Gentle Repose ritual and one other 1st-level ritual of your choice.

Action Triggers



Allies gain +1 on Diplomacy checks – *Group Diplomacy*



If you roll 20 on a save, shift spaces – *Sehanine's Reversal*

FEATS

Sehanine's Reversal [Divinity]

Benefit: You can invoke the power of your deity to use *Sehanine's reversal*.

Mastered Rituals

Ritual	Level	Cost	Time	Page
Gentle Repose	1	10gp	1 hr	305
Silence	1	30gp	10min	312

Icid Frostmarrow

SKILLS

Skill	Trained?	Total
Passive Insight		19
Passive Perception		14
Acrobatics (Dex)*		-1
Arcana (Int)		+0
Athletics (Str)*		+0
Bluff (Cha)		+4
Diplomacy (Cha)	Yes	+9
Dungeoneering (Wis)		+4
Endurance (Con)*		+0
Heal (Wis)	Yes	+9
History (Int)		+0
Insight (Wis)	Yes	+9
Intimidate (Cha)		+4
Nature (Wis)		+4
Perception (Wis)		+4
Religion (Int)	Yes	+5
Stealth (Dex)*		-1
Streetwise (Cha)		+4
Thievery (Dex)*		-1

*Armor penalties apply.

Equipment / Treasure

Morningstar, Dagger, Holy Symbol, Chainmail Armor, Backpack, Bedroll, Flint & Steel, Belt Pouch x 2, Sunrod x 2, Trail Rations (10 days),

CP: GP: 32
SP: PP:

POWERS

Known At Will Powers	2
Known Encounter Powers	1
Known Daily Powers	1
Known Utility Powers	0

At Will Powers

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: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier radiant damage, and one ally you can see gains a +2 power bonus to his or her next attack roll against the target. Increase damage to 2d8 + Wisdom modifier at 21st level.

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: Wisdom vs. Reflex

Hit: 1d6 + Wisdom modifier radiant damage, and one ally you can see chooses either to gain temporary hit points equal to your Charisma modifier + one-half your level or to make a saving throw. Increase damage to 2d6 + Wisdom modifier at 21st level.

Icid Frostmarrow

Encounter Powers

Bolstering Strike

Paladin Attack 1

You attack your foe without mercy or reprieve, and your accuracy is rewarded with a divine gift of vigor.

At-Will ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage, and you gain temporary hit points equal to your Wisdom modifier. Increase damage to 2[W] + Charisma modifier at 21st level.

Channel Divinity: Sehanine's Reversal

Feat Power
Sehanine's blessing turns the powers of your enemies against them.

Encounter ♦ Divine

No Action Ranged 5

Trigger: You roll a natural 20 on a saving throw.

Effect: Choose an enemy within range; that creature gains the condition you just saved against.

Channel Divinity: Divine Fortune

Cleric Feature

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

Encounter ♦ Divine

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

Standard Action Close burst 2

(5 at 11th level, 8 at 21st level)

Target: Each undead creature in burst

Attack: Wisdom vs. Will

Hit: 1d10 + Wisdom modifier radiant damage, and you push the target a number of squares equal to 3 + your Charisma modifier. The target is immobilized until the end of your next turn.

Increase damage to 2d10 + Wisdom modifier at 5th level, 3d10 + Wisdom modifier at 11th level, 4d10 + Wisdom modifier at 15th level, 5d10 + Wisdom modifier at 21st level, and 6d10 + Wisdom modifier at 25th level.

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

Healing Word [2/Encounter]

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. At 16th level, you can use this power three times per encounter.

Minor Action Close burst 5

(10 at 11th level, 15 at 21st level)

Target: You or one ally

Effect: The target can spend a healing surge and regain an additional 1d6 hit points. Increase the amount of additional hit points regained to 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.

Healing Strike

Cleric Attack 1

Divine radiance gleams from your weapon. When you smite your enemy, your deity bestows a minor blessing in the form of healing for you or one of your allies.

Encounter ♦ Divine, Healing, Radiant, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

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

Daily Powers

Cascade of Light

Cleric Attack 1

A burst of divine radiance sears your foe.

Daily ♦ Divine, Implement, Radiant

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Will

Hit: 3d8 + Wisdom modifier radiant damage, and the target gains vulnerability 5 to all your attacks (save ends).

Miss: Half damage, and the target gains no vulnerability.

Utility Powers

None