

## Ramstein, Lawful-Good Shifter Cleric of Bahamut (1)

<b>Str</b>	20 (+5)	<b>AC</b>	17	<b>Speed</b>	5	<b>AP:</b>	
<b>Con</b>	11 (+0)	<b>Fort</b>	15	<b>Vision</b>	Low-light	<b>Enc:</b>	91/200
<b>Dex</b>	10 (+0)	<b>Will</b>	11	<b>Init</b>	+1		
<b>Int</b>	10 (+0)	<b>Ref</b>	15	<b>HP/Bld</b>	23/11		
<b>Wis</b>	16 (+3)	<b>Perc</b>	13	<b>No. HS</b>	7		
<b>Cha</b>	8 (-1)	<b>Insit</b>	18	<b>HS Val.</b>	5		

### AT-WILL POWERS

<b>Std</b>	Basic Longsword	①	-	+8 v. AC	1d8+5
<b>Std</b>	Basic Crossbow	②	-	+2 vs. AC	1d8
<b>Std</b>	Priest's Shield	†	-	+8 vs. AC	1d8+5; You & adj ally +1 AC
<b>Std</b>	Righteous Brand	†	-	+8 vs. AC	1d8+5
		⌘	5	-	1 ally +5 Melee Att v. Target

### ENCOUNTER POWERS

<b>Mnr</b>	Longtooth Shifting	☺	-	Bloodied	+2 dmg (enc ends); Regen 2 while Bloodied
<b>Mnr</b>	CD-Divine Fortune	☺	-	-	+1 to next Att or Save
<b>Mnr</b>	Healing Word (2x)	✱	5	You or Ally	Regain (HS+1d6+3) HP
<b>Std</b>	CD-Turn Undead	✱	2	+3 v. Will	1d10+3; Push 2; Immob ynt Miss: ½ dmg
<b>Std</b>	Second Wind	☺	-	-	Regain 5 HP
<b>Std</b>	Healing Strike	†	-	+8 v. AC	2d8+5
		⌘	5	You or Ally	Spend HS (+3 HP)

### DAILY POWERS

<b>Std</b>	Avenging Flame	†	-	+8 v. AC	2d8+5; Fire 5 (se) Miss: ½ dmg Special: No save if attacks
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### SKILLS

Trained: Religion (+5), Insight (+8), History (+5), Heal (+8).

Untrained: Acrobatics (-1), Arcana (+0), Athletics (+6), Bluff (-1), Diplomacy (-1), Dungeoneering (+3), Endurance (+1), Intimidate (-1), Nature (+3), Perception (+3), Stealth (-1), Streetwise (-1), Thievery (-1).

### ITEMS

Weapons: Longsword, Crossbow , Bolts (20), Dagger (1)

Defense: Chainmail, Light Shield

Equipment: Backpack, bedroll, flint and steel, belt pouch, ritual book, sunrods (2), trail rations (10), hempen rope (50'), waterskin, Holy Symbol, Healing Potion(10 HP) (3).

### MISC

Ritual Caster (Gentle Repose, Brew Potion)

Languages: Common, Goblin

<u>PP</u>	<u>GP</u>	<u>EP</u>	<u>SP</u>	<u>CP</u>
	26			

