

# Icid Silverdew

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: ☐☐☐☐☐☐☐☐



Saving Throw: 10

<i>Basic Attacks</i>	<i>Attack Bonus</i>	<i>Damage</i>	<i>Range</i>	<i>Properties</i>
Morningstar	+3	1d10+1	Melee	
Dagger	+4 (+3 thrown)	1d4+1 (1d4 thrown)	5/10	Light thrown, Off Hand

<i>At Will Power</i>	<i>Weapon</i>	<i>Action</i>	<i>Attack Bonus</i>	<i>Damage</i>	<i>Range</i>
Lance of Faith	Prayer (Radiant)	Standard	+4 vs. Reflex	1d8+4	5
Effects: One ally you can see gains a +2 on his next attack roll to hit target.					
Sacred Flame	Prayer (Radiant)	Standard	+4 vs. Reflex	1d6+4	5
Effects: One ally you can see chooses to either receive 2 temp hit points, or make a save.					

<i>Encounter Powers</i>	<i>Weapon</i>	<i>Action</i>	<i>Attack Bonus</i>	<i>Damage</i>	<i>Range</i>
Bolstering Strike	Morningstar	Standard	+2 vs. AC	1d10+2	Melee
Effects: You gain 4 temporary hit points.					
Healing Strike	Morningstar	Standard	+3 vs. AC	2d10+2	Melee
Effects: Target is marked until end of turn, also, you or one ally within 5 squares can spend a healing surge.					

<i>Daily Powers</i>	<i>Weapon</i>	<i>Action</i>	<i>Attack Bonus</i>	<i>Damage</i>	<i>Range</i>
Cascade of Light	Prayer (Radiant)	Standard	+4 vs. Will	3d8+4	10
Effects: Targets gains vulnerability 5 to all of your attacks. (Save ends)					
Miss: Half damage. Target gains no vulnerability.					

## POWERS

### Known At Will Powers

Lance of Faith Sacred Flame

### Known Encounter Powers

- |   |  |
|---|--|
| <input type="checkbox"/> Bolstering Strike                | <input type="checkbox"/> Channel Divinity: Sehanine's Reversal |
| <input type="checkbox"/> Channel Divinity: Divine Fortune | <input type="checkbox"/> Channel Divinity: Turn Undead         |
| <input type="checkbox"/> Healing Word (2/Encounter)       | <input type="checkbox"/> Healing Strike                        |

### Known Daily Powers

☐ Cascade of Light

### Known Utility Powers

None

# Icid Frostmarrow

## FEATS

### Sehanine's Reversal [Divinity]

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

## 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.

## Mastered Rituals

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

## 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:

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## 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.

## 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.

# Icid Frostmarrow

## 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