

Kornelis Syd, Horn of Pelor Level 5

Human Cleric

(Devoted, Leader)

Medium male; XP 5,500
23yrs, 5'10", 153lbs.

As a human, you are adaptable, self-reliant, and brave. As a cleric invested with divine power, you lead and support your friends.

HP 46 **Surges per Day** 7
Bloodied 23 **Surge Value** 11
AC 19 **Fortitude** 15 **Reflex** 14 **Will** 17
Saving Throws +1 vs. all **Speed** 5
Initiative +3
Senses **Action Points** 1
Passive Perception 16; Passive Insight 21
Alignment Good **Deity** Pelor **Languages**
Common, Giant
Str 14 (+2) **Dex** 13 (+1) **Wis** 18 (+4)
Con 11 (+0) **Int** 10 (+0) **Cha** 14 (+2)

Racial Traits

Bonus At-Will Power: You know one extra 1st-level at-will power from your class.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Bonus Skill: You gain training in one additional skill from your class skill list.

Human Defense Bonus: +1 to Fortitude, Reflex, and Will defenses.

Class Features

Armor Proficiencies: cloth, leather, hide, chainmail

Weapon Proficiencies: simple melee, simple ranged

Implement: holy symbol

Channel Divinity: You have access to special *Channel Divinity* powers.

Healer's Lore: When you grant healing with one of your cleric powers that has the healing keyword, add 2 to the hit points the recipient regains.

Healing Word: You have access to the *Healing Word* power.

Ritual Casting: You gain the Ritual Caster feat as a bonus feat. You possess a ritual book.

Player Name:
Party Name:

Skills	(Ability)	Trained	Modifier
Acrobatics	(Dex)		+3
Arcana	(Int)	Yes	+7
Athletics	(Str)		+4
Bluff	(Cha)		+4
Diplomacy	(Cha)		+4
Dungeoneering	(Wis)		+6
Endurance	(Con)		+2
Heal	(Wis)	Yes	+11
History	(Int)	Yes	+7
Insight	(Wis)	Yes	+11
Intimidate	(Cha)		+4
Nature	(Wis)		+6
Perception	(Wis)		+6
Religion	(Int)	Yes	+7
Stealth	(Dex)		+3
Streetwise	(Cha)		+4
Thievery	(Dex)		+3

Feats

Pelor's Radiance: You can invoke the power of your deity to use *Pelor's Radiance*.

Human Perseverance: You gain a +1 feat bonus to saving throws.

Action Surge: You gain a +3 bonus to attack rolls you make during any action you gained by spending an action point.

Astral Fire: You gain a +1 feat bonus to damage rolls when you use a power that has the fire or radiant keyword.

Gear

Armor:

Exalted Chainmail +1

Weapons:

Flaming Mace +1

Treasure: 680g

Other:

Backpack Magic Holy Symbol +2

Bedroll

Flint and Steel

Belt Pouch

Hemp Rope (50 ft)

Sunrod (2)

Waterskin

Exalted Chainmail +1

Clerics and warlords often seek out exalted armor because of its properties that improve their healing powers.

Armor: heavy

Enhancement: AC

Power (minor; daily) – **Healing**

Until the end of your turn, each character healed by one of your encounter powers or daily powers regains 1d10 + 4 additional hit points.

Flaming Mace +1

You can will this weapon to burst into flame..

Weapon: mace

Enhancement: Attack rolls and damage rolls

Critical: +1d6 fire damage

Power (free; at-will) – **Fire**

All damage dealt by this weapon is fire damage and does +1 damage. Another free action returns the damage to normal.

Power (free; daily) – **Fire**

Use this power when you hit with the weapon. Deal an extra 1d6 + 1 fire damage, and the target takes ongoing 5 fire damage (save ends).

Magic Holy Symbol +2

A holy symbol of Pelor, enchanted with magical power.

Implement (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage

Basic Attacks

⊕ **Flaming Mace +1** (standard; at-will) – **Weapon**

You resort to the simple attack you learned when you first picked up a melee weapon.

+7 vs. AC; 1d8 + 3 damage

Channel Divinity Powers

Divine Fortune (free; encounter) – **Divine**

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

You gain a +1 bonus to your next attack roll or saving throw before the end of your next turn.

← **Pelor's Radiance** (standard; encounter) – **Divine, Implement, Radiant**

When undead creatures abound, Pelor's radiance shines to aid the faithful.

Close burst 1; +8 vs. Will; 1d12 + 7 radiant damage to each undead creature in the burst; and the target is stunned until the end of your next turn. *Special:* You must take the Pelor's Radiance feat to use this power.

← **Turn Undead** (standard; encounter) – **Divine, Implement, Radiant**

You sear undead foes, push them back, and root them in place.

Close burst 2; +8 vs. Will; 1d10 + 7 radiant damage to each undead creature in the burst, and you push the target 5 squares. The target is immobilized until the end of your next turn.

At-Will Prayers

↘ **Lance of Faith** (standard; at-will) – **Divine, Implement, Radiant**

A brilliant ray of light sears your foe with golden radiance. Sparkles of light linger around the target, guiding your ally's attack.

Ranged 5; +8 vs. Reflex; 1d8 + 7 damage, and one ally you can see gains a +2 power bonus to his or her next attack roll against the target.

↘ **Sacred Flame** (standard; at-will) – **Divine, Implement, Radiant**

Sacred light shines from above, searing a single enemy with its radiance while at the same time aiding an ally with its beneficent power.

Ranged 5; +8 vs. Reflex; 1d6 + 7 damage, and one ally you can see chooses either to gain 4 temporary hit points or to make a saving throw.

Encounter Prayers

↘ **Daunting Light** (standard; encounter) – **Divine, Implement, Radiant**

Ranged 10; +8 vs. Reflex; 2d10 + 7 radiant damage. One ally you can see gains combat advantage against the target until the end of your next turn.

⊕ **Healing Strike** (standard; encounter) – **Divine, Healing, Radiant, Weapon**

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.

+7 vs. AC; 2d8 + 3 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 and gain 2 hit points.

Healing Word (minor; encounter (special)) – **Divine, Healing**

You whisper a brief prayer as divine light washes over your target, helping to mend its wounds.

Close burst 5; You or one ally in the burst can spend a healing surge and regain an additional 1d6 + 2 hit points. *Special:* You can use this power twice per encounter, but only once per round.

Daily Prayers

← **Beacon of Hope** (standard; daily) – **Divine, Healing, Implement**

A burst of divine energy harms your foes and heals your allies. The radiant energy lingers around your holy symbol and improves your healing powers for the rest of the battle. Close burst 3; +8 vs. Will; Each enemy in the burst is weakened until the end of its next turn. You and all allies in the burst regain 7 hit points and your healing powers restore +5 hit points until the end of the encounter.

← **Consecrated Ground** (standard; daily) – **Divine, Healing, Radiant, Zone**

With a wave of your hand, jagged lines of radiant light spread across the ground around you like a crackling web, moving at your whim. Enemies that stand upon the ground suffer the wrath of your deity.

Close burst 1; The burst creates a zone of sanctified

ground that lasts until the end of your next turn. You can move the origin square of the zone 3 squares as a move action. Enemies that start their turns within the zone take $1d6 + 5$ radiant damage. You and any allies who are bloodied and start their turns within the zone regain 5 hit points. *Sustain minor*: The zone persists.

Utility Prayers

Cure Light Wounds (standard; daily) – **Divine, Healing**

You utter a simple prayer and gain the power to instantly heal wounds, and your touch momentarily suffuses you or a wounded creature with a dim silver light.

Touch; You or one creature regains hit points as if it had spent a healing surge +2 hit points.