



ERAS THE SUNLORD

MALE HUMAN CLERIC

LEVEL 1 UNALIGNED



"The power of Amaunator cuts through the darkness!"

| Ability Score | Value | Modifier | | |
|---------------------|-------|----------|--------------------------------|--------------------------|
| STRENGTH | 14 | +2 | ARMOR CLASS | 16 |
| CONSTITUTION | 12 | +1 | FORTITUDE DEFENSE | 13 |
| DEXTERITY | 10 | +0 | REFLEX DEFENSE | 12 |
| INTELLIGENCE | 12 | +1 | WILL DEFENSE | 17 |
| WISDOM | 18 | +4 | INITIATIVE | +0 |
| CHARISMA | 12 | +1 | SPEED (SQUARES) | 5 |
| HIT POINTS | 24 | | HEALING SURGE HP HEALED | 6 |
| BLOODIED | 12 | | HEALING SURGES/DAY | 8 |
| | | | SECOND WIND | <input type="checkbox"/> |

(Use second wind up to 1/encounter)

Current Hit Points

Current Surge Uses

| Basic Attack Name | Attack Bonus | Damage | Range/Properties |
|-------------------|-----------------------|--------|-------------------------------------|
| Mace | +4 vs. AC | 1d8+2 | Versatile (+1 damage when 2-handed) |
| Dagger | +5 vs. AC (+3 thrown) | 1d4+2 | 5 squares normal/10 squares max |

FEATS

Human Perseverance (+1 to saving throws)
 Channel Divinity: Power of Amaunator (see back)

RACE AND CLASS FEATURES

Channel Divinity: Divine Fortune (see back)
 Channel Divinity: Turn Undead (see back)
 Healing Word (see back)
 Ritual Casting (can use rituals)
 Languages: Common and Dwarven
 Normal Vision

SKILLS

| | |
|--------------------|-----|
| Passive Insight | 19 |
| Passive Perception | 14 |
| Acrobatics | - 1 |
| Athletics | +1 |
| Arcana | +6 |
| Heal | +9 |
| History | +6 |
| Insight | +9 |
| Perception | +4 |
| Religion | +6 |
| Stealth | - 1 |

PRAYERS (Divine Powers)

See back of character sheet.

Note: Some race and class features are already added into the character's statistics and are not listed on the sheet.

EQUIPMENT

Chainmail, mace, dagger, holy symbol, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

PRAYERS (DIVINE POWERS)

Your powers are called prayers, since they are from the divine power source. Some of your powers require you to use a weapon. If a power does not state “weapon”, then you don’t need to have your weapon in your hand. You usually have your holy symbol (an implement) in your hand when you use certain powers, but it’s not required.

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: +4 vs. Reflex

Hit: 1d8 + 4 radiant damage, and one ally you can see gains a +2 power bonus to his or her next attack roll against the target.

Priest’s Shield

Cleric Attack 1

You utter a minor defensive prayer as you attack with your weapon.

At-Will ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +4 vs. AC

Hit: 1d8 + 2 damage (if using dagger 1d4 + 2 damage), and you and one adjacent ally gain a +1 power bonus to AC until the end of your next turn.

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: +4 vs. Reflex

Hit: 1d6 + 4 radiant damage, and one ally you can see chooses either to gain 2 temporary hit points or to make a saving throw.

Encounter Powers

Cause Fear

Cleric Attack 1

Your holy symbol ignites with the fury of your god. Uncontrollable terror grips your enemy, causing him to instantly recoil.

Encounter ♦ Divine, Fear, Implement

Standard Action Ranged 10

Target: One creature

Attack: +4 vs. Will

Hit: The target moves its speed + 2 squares away from you. The fleeing target avoids unsafe squares and difficult terrain if it can. This movement provokes opportunity attacks.

Encounter Powers (continued)

Channel Divinity: Divine Fortune

Cleric Feature

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

Encounter ♦ Divine

Special: You can use *divine fortune*, *power of Amaunator*, or *turn undead* once per encounter, but only one of them per encounter.

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: Power of Amaunator

Feat Power

Your prayer to Amaunator creates a white-hot surge of radiance.

Encounter ♦ Divine, Radiant

Special: You can use *divine fortune*, *power of Amaunator*, or *turn undead* once per encounter, but only one of them per encounter.

Free Action Personal

Trigger: You hit an enemy with a power with the radiant keyword.

Effect: Your power deals an extra 1d10 radiant damage to all targets hit by the power used. If a power deals half damage on a miss, you deal half of the extra damage as well.

Channel Divinity: Turn Undead

Cleric Feature

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

Encounter ♦ Divine, Implement, Radiant

Special: You can use *divine fortune*, *power of Amaunator*, or *turn undead* once per encounter, but only one of them per encounter.

Standard Action Close burst 2

Target: Each undead creature in burst

Attack: +4 vs. Will

Hit: 1d10 + 4 radiant damage, and you push the target 5 squares. The target is immobilized until the end of your next turn.

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

Healing Word

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.

Minor Action Close burst 5

Target: You or one ally

Effect: The target can spend a healing surge and regain an additional 1d6 + 4 hit points.

Daily Power

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: +4 vs. Will

Hit: 3d8 + 4 radiant damage, and the target gains vulnerability 5 to all your attacks (save ends).

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