



DUTHAN IRONBLADE

MALE DWARF CLERIC (MORADIN)

LEVEL 3 LAWFUL GOOD

"The Great Forge lights my way."

Ability Score	Value	Modifier		
STRENGTH	16	+3	ARMOR CLASS	19
CONSTITUTION	14	+2	FORTITUDE DEFENSE	14
DEXTERITY	8	-1	REFLEX DEFENSE	11
INTELLIGENCE	10	+0	WILL DEFENSE	17
WISDOM	18	+4	INITIATIVE	+0
CHARISMA	12	+1	SPEED (SQUARES)	5
			ACTION POINTS	1

HIT POINTS	36	HEALING SURGE HP HEALED	9	SECOND WIND	<input type="checkbox"/>
BLOODIED	18	HEALING SURGES/DAY	9	(Use second wind up to 1/encounter)	

Current Hit Points	Current Surge Uses
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Basic Attack Name	Attack Bonus	Damage	Range/Properties
+1 <i>thundering warhammer</i>	+7 vs. AC	1d10+6	Versatile (+1 damage when 2-handed), +1d6 crit
Throwing hammer	+6 vs. AC	1d6+5	5 squares normal/10 squares max

FEATS

Dwarven Weapon Training (already added)
Light Shield Proficiency

SKILLS (For skills not listed, bonus is 1 + ability modifier)

Passive Insight	20
Passive Perception	15
Dungeoneering	+7
Endurance	+5
Heal	+10
History	+6
Insight	+10
Perception	+5
Religion	+6

PRAYERS (Divine Powers)

See back of character sheet.

EQUIPMENT

+1 *thundering warhammer* (see back), +1 *chainmail of durability* (see back), light shield, 2 throwing hammers, holy symbol of Moradin, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

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)
Cast-Iron Stomach (+5 to saving throws vs. poison)
Dwarven Resilience (use second wind as a minor action)
Stand Your Ground (move 1 square less when subject to a push, pull, or slide; when knocked prone make an immediate saving throw to stay standing)
Languages: Common and Dwarven
Low-Light Vision

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

PRAYERS (DIVINE POWERS)

At-Will Powers

Righteous Brand

Cleric Attack 1

You smite your foe with your weapon and brand it with a ghostly, glowing symbol of your deity's anger. By naming one of your allies when the symbol appears, you add divine power to that ally's attacks against the branded foe.

At-Will ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +7 vs. AC

Hit: 1d10 + 6 damage, and one ally within 5 squares of you gains a +3 power bonus to melee attack rolls against the target until the end of your next turn.

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: +7 vs. AC

Hit: 1d10 + 6 damage, and you and one adjacent ally gain a +1 power bonus to AC until the end of your next turn.

Encounter Powers

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: 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: +5 vs. Will

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

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

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: +7 vs. AC

Hit: 2d10 + 6 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 heal their value +4 hit points.

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.

Split the Sky

Cleric Attack 3

You invoke ancient words of wrath as you attack with your weapon. The thundering power of your melee strike causes your foe to stumble backward and fall.

Encounter ♦ Divine, Thunder, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +7 vs. Fortitude

Hit: 1d10 + 6 thunder damage, and you push the target 2 squares and knock it prone.

Daily Powers

Avenging Flame

Cleric Attack 1

You slam your weapon into your foe, who bursts into flame. Divine fire avenges each attack your enemy dares to make.

Daily ♦ Divine, Fire, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +7 vs. AC

Hit: 2d10 + 6 damage, and ongoing 5 fire damage (save ends).

Miss: Half damage, and no ongoing fire damage.

Special: If the target attacks on its turn, it can't attempt a saving throw against the ongoing damage.

Cure Light Wounds

Cleric Utility 2

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.

Daily ♦ Divine, Healing

Standard Action Melee touch

Target: You or one creature

Effect: The target regains hit points as if it had spent a healing surge +4 hit points.

Magic Items

+1 Chainmail of Durability

Level 2

When your allies rely on you to keep fighting, this armor helps you battle.

Enhancement: AC (already added)

Property: When you spend a healing surge to regain hit points, you regain 3 additional hit points.

+1 Thundering Warhammer

Level 3

You can unleash a clap of thunder when this weapon hits, carrying your foe away on a wave of deadly sound.

Enhancement: Attack rolls and damage rolls (already added)

Critical: +1d6 thunder damage

Power (Daily ♦ Thunder): Free Action. Use this power when you hit with the weapon. Deal an extra 1d8 thunder damage and push the target 1 square.