

WORLDWIDE

DUNGEONS & DRAGONS

GAME DAY

Korzon

MALE HUMAN CLERIC (WARPRIEST) / LEVEL 2 / GOOD

"Evil covers before the oncoming storm of the righteous."

ABILITY SCORES MOD

STR 12 +2

CON 16 +4

DEX 12 +2

INT 8 -0

WIS 18 +5

CHA 10 +1

DEFENSES

AC 20

FORT 16

REF 15

WILL 17

INITIATIVE

+2

SPEED
(in squares)

5

VISION
normal

LANGUAGES

Common and Dwarven

TRAINED SKILLS

DIPLOMACY +6

HEAL +10

HISTORY +5

INSIGHT +10

RELIGION +5

HIT POINTS
(Bloodied 16) 33

ACTION POINT

SECOND WIND

HEALING SURGES
value 8

EQUIPMENT

bastard sword
+1 chainmail

heavy shield
holy symbol

adventurer's kit

OTHER EQUIPMENT



Melee Basic Attack

Standard / Melee Weapon / At-Will

Requires bastard sword; +6 vs. AC; 1d10 + 1 damage.

Blessing of Wrath

Standard / Melee Weapon / At-Will

+9 vs. Will; 1d10 + 4 damage. **Effect:** One ally within 5 squares of you gains a +3 power bonus to their next damage roll against the target before the end of your next turn.

Storm Hammer

Standard / Melee Weapon / At-Will

+9 vs. Will; 1d10 + 4 lightning and thunder damage. **Special:** When charging, you can use this power in place of a melee basic attack.

Smite Undead

Standard / Melee Weapon / Encounter

One undead creature; +9 vs. Will; 2d10 + 4 radiant damage, and you push the target 6 squares and immobilize it until the end of your next turn. **Special:** This is a Channel Divinity power. You can use only one Channel Divinity power per encounter.

Storm Surge

Minor / Close Burst 2 / Encounter

You or one ally in the burst. The next time the target makes a damage roll with a melee weapon attack power before the end of your next turn, the target deals 4 extra lightning damage. **Special:** This is a Channel Divinity power. You can use only one Channel Divinity power per encounter.

Healing Word

Minor / Close Burst 5 / Encounter

You or one ally in burst can spend a healing surge and regain an additional 1d6 hit points. The target also gains a +2 power bonus to the next damage roll they make before the end of your next turn.

Echoes of Thunder

Standard / Melee Weapon / Encounter

+9 vs. AC; 2d10 + 4 thunder damage. **Effect:** Whenever you or an ally hits the target before the end of your next turn, the target takes 3 thunder damage.

Heroic Effort

No Action / Personal / Encounter

Trigger: You miss with an attack or fail a saving throw. **Effect:** You gain a +4 racial bonus to the attack roll or saving throw.

Create Water

Minor / Melee Touch / Encounter

Cause one empty cup, wineskin, or similar container to fill with up to 1 gallon of fresh water.

Lesser Aspect of Wrath

Standard / Melee Weapon / Daily

+9 vs. Will; 1d10 + 4 radiant damage. **Effect:** You gain 10 temporary hit points. Until the end of the encounter, you gain a +1 power bonus to attack rolls, and any enemy that ends its turn adjacent to you take 3 radiant damage.

Resurgent Strength

Minor / Close Burst 3 / Daily

You or one ally in burst. The target can spend a healing surge. In addition, the target gains a +4 power bonus to damage rolls until the end of your next turn.

OTHER ABILITIES*

Cleric of the Storm: You gain resist 5 lightning and resist 5 thunder.

Heavy Blade Expertise: When wielding a heavy blade (bastard sword) you gain +2 bonus to all defenses against opportunity attacks.

*Some character options not present on character sheet for brevity.