

KATHRA IRONPEAK

Female Dwarf Cleric
Dwarven Outcast
Level 5

ABILITY SCORE MOD+½/IV
STRENGTH 18 +6
Athletics +6

CONSTITUTION 12 +3
Endurance +4

DEXTERY 8 +1
Acrobatics +0, Stealth +0, Thievery +0

INTELLIGENCE 10 +2
Arcana +2, History +2, Religion +7

WISDOM 18 +6
Dungeoneering +8, Heal +6, Insight +11, Nature +6, Perception +6

CHARISMA 13 +3
Bluff +8, Diplomacy +8, Intimidate +3, Streetwise +3

AC 18 **FORTITUDE** 16
REFLEX 12 **WILL** 18

MAX HP 44 **BLOODIED** 22
SURGES 8 **HP HEALED** 11
SECOND WIND **ACTION POINT**

INITIATIVE +1 **SPEED** 5
VISION LOW-LIGHT
LANGUAGES COMMON, DWARVEN

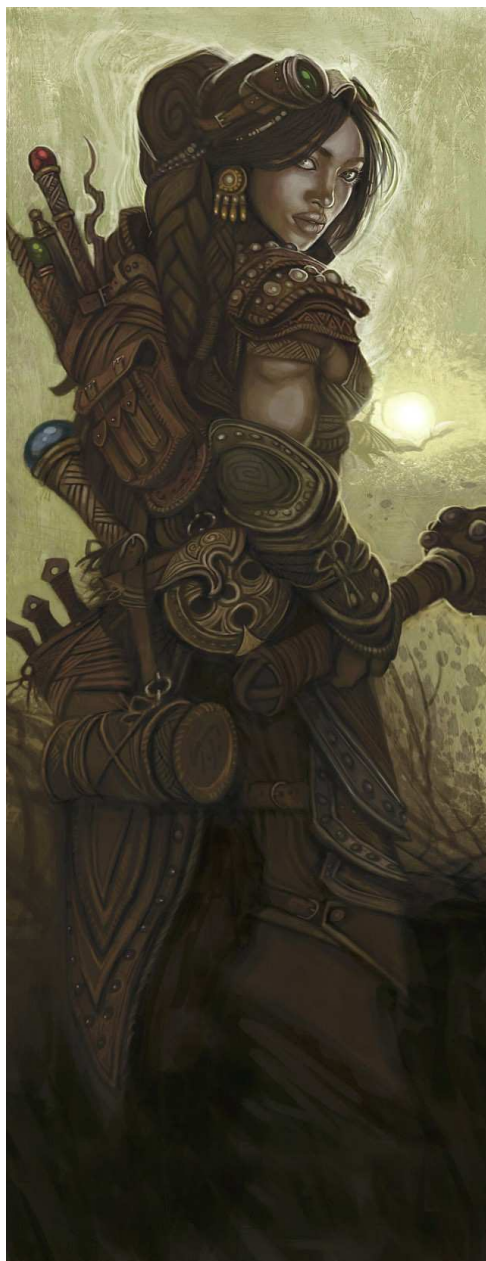
OTHER ABILITIES (Abilities included in stats not included)
Cast-Iron Stomach: +5 bonus to saving throws against poison.
Dwarven Resilience: Second wind is minor action.
Stand Your Ground: Can move 1 less when forced to move. Immediate saving throw to avoid being knocked prone.
Ritual Caster: Master and perform rituals.
Power Attack: +3 damage for -2 attack.
Divine Fortune: Channel divinity, gain a +1 to your next attack or saving throw before the end of your next turn.

EQUIPMENT
Dynamic Mordenkrad +2, Gauntlets of Ogre Power, Battle Standard or Might, 2 Elixir of Dragonbreath, 2 Potion of Healing, Ritual Book, Adventurer's Kit, Horn, 2 Bottle of Wine, Chainmail.

RITUALS
Gentle Repose, Brew Potion, Transfer Enchantment

Money on Hand: 3pp; 55gp
Encumbrance: 92/180

DUNGEONS & DRAGONS



Melee Basic Attack
Standard Action **Weapon**
Melee weapon **Target:** One creature
Attack: +11 vs. AC
Hit: 2d6+8
Special: Brutal 1, Power attack.

Righteous Brand
Standard Action **Divine, Weapon**
Melee weapon **Target:** One creature
Attack: +11 vs. AC
Hit: 2d6+8 damage, and one ally within 5 squares of you gains +3 power bonus to melee attack rolls against the target until the end of your next turn.
Special: Brutal 1, Power attack.

Invigorating Assault
Standard Action **Divine, Weapon**
Melee weapon **Target:** One creature
Attack: +11 vs. AC
Hit: 2d6+8 damage
Effect: One ally adjacent to you gains 4 temporary hit points.
Special: Brutal 1, Power attack.

Healing Word
Minor Action **Divine, Healing**
Close burst 5 **Target:** You or one ally
Effect: The target can spend a healing surge and regain an additional 1d6+4 hit points.

Healing Strike
Standard Action **Divine, Healing, Radiant**
Melee Weapon **Target:** One creature
Attack: +11 vs. AC
Hit: 4d6+8 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 regain an additional 4 hit points.
Special: Brutal 1, Power attack.

Hammer of the Gods
Standard Action **Divine, Radiant, Weapon**
Melee Weapon **Target:** One creature
Attack: +11 vs. AC
Hit: 2d6+8 radiant damage. When any ally hits the target before the start of your next turn, the target takes 1d6 extra radiant damage.
Special: Brutal 1, Power attack.

Healer's Mercy
Standard Action **Divine, Healing**
Close Burst 5 **Target:** Each Bloodied ally
Channel Divinity: You can use only one channel divinity power per encounter.
Effect: Each target can spend a healing surge with an additional 4 hit points. You are weakened until the end of your next turn.

Shield of the Gods
Standard Action **Divine, Force, Weapon**
Close blast 3 **Target:** Each enemy in blast
Attack: +11 vs. Reflex
Hit: 2d6+8 force damage and you knock the target prone.
Miss: Half damage.
Effect: You or an ally within 5 squares of you gains a +3 shield bonus to AC and Reflex until the end of the encounter. As a minor action, you can transfer the bonus to yourself or a different ally within 5 squares of you.
Special: Brutal 1, Power attack.

Hallowed Advance
Standard Action **Divine, Healing, Teleportation**
Melee Weapon **Target:** One creature
Attack: +11 vs. AC
Hit: 4d6+8 damage.
Miss: Half damage.
Effect: One ally within 5 squares of you can teleport adjacent to the target and make a melee basic attack against it as a free action. In addition, that ally can spend a healing surge with +4 hit points.
Special: Brutal 1, Power attack.

Life Transference
Standard Action **Divine, Healing**
Melee touch **Target:** One creature
Effect: You take damage equal to your healing surge value, which can't be reduced in any way. The target regains hit points equal to twice that value +4.

Dynamic Mordenkrad +2
Enhancement: +2 attack and damage rolls
Critical: +2d6 damage
Power (Encounter · Polymorph): Minor Action. Change the weapon into a different melee weapon. Last until the end of the encounter, or until you end it as a minor action.

Gauntlets of Ogre Power
Enhancement: +1 item bonus to Athletics and Strength ability checks.
Power (Daily): Free Action. Use this power when you hit a melee attack. Add a +5 power bonus to damage roll.

Battle Standard of Might
Power (Encounter · Zone): Standard Action. Plant the battle standard in your space or an adjacent square, it creates a zone in a close burst 5. Within the zone, you and your allies gain a +1 power bonus on damage rolls. Lasts until the end of the encounter or until the battle standard is removed from the ground with a standard action by anyone.

Elixir of Dragonbreath
Power (Daily · Consumable · Acid): Minor action. You gain an At-will attack power until the end of the encounter. Standard action; Close blast 3; +10 vs. Reflex; on a hit, deal 2d6+1 acid damage.

Potion of Healing
Power (Consumable · Healing): Minor Action. Spend healing surge, but only gain 10 hit points.