



# DUTHAN IRONBLADE

## MALE DWARF CLERIC (MORADIN)

### LEVEL 3    LAWFUL GOOD



"The Great Forge lights my way."

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

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

Current Hit Points

Current Surge Uses

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.