

Tor Boulderbottom, Lawful Good dwarf 10th level cleric of Moradin

Strength	16	+3	+8	Armor Class	24	+1 vs Large or larger	Hit Points	71
Constitution	14	+2	+7	Fortitude	18		Bloodied	35
Dexterity	11	—	+5	Reflex	16	+1 vs Large or larger	Healing Surge	17
Intelligence	10	—	+5	Will	22		Surges/Day	9
Wisdom	20	+5	+10	Initiative	+5		Second Wind	<input type="checkbox"/>
Charisma	13	+1	+6	Speed	5			

Race and Class Features

- ◆ Low-light vision
- ◆ Languages: Common, Dwarven
- ◆ +5 racial bonus to saving throws against poison.
- ◆ **Dwarven Resilience:** You can use your second wind as a minor action instead of a standard action.
- ◆ **Dwarven Weapon Proficiency:** You gain proficiency with the throwing hammer and the warhammer.
- ◆ **Encumbered Speed:** You move at your normal speed even when it would normally be reduced by armor or a heavy load.
- ◆ **Stand Your Ground:** When an effect forces you to move—through a pull, a push, or a slide—you can move 1 square less than the effect specifies. This means an effect that normally pulls, pushes, or slides a target 1 square does not force you to move unless you want to. In addition, when an attack would knock you prone, you can immediately make a saving throw to avoid falling prone.
- ◆ **Channel Divinity:** Once per encounter you can invoke divine power, filling yourself with the might of your patron deity. Regardless of how many different uses for Channel Divinity you know, you can use only one such ability per encounter.
- ◆ **Healer's Lore:** Your study of healing allows you to make the most of your healing prayers. When you grant healing with one of your cleric powers that has the healing keyword, add your Wisdom modifier to the hit points the recipient regains.
- ◆ **Healing Word:** Using the healing word power, clerics can grant their comrades additional resilience with nothing more than a short prayer.

Feats

- ◆ Astral Fire
- ◆ Channel Divinity: Moradin
- ◆ Dodge Giants
- ◆ WF: Hammer (+1 feat bonus to damage rolls), Ritual Caster, SF: Religion, Shield Proficiency (light)

Equipment

- ◆ +2 medic's warhammer (Crit +2d6 radiant damage. When you use a Channel Divinity power during combat, an ally within 10 squares of you regains 3 hit points.)
- ◆ +2 exalted chainmail (Power (Daily; Healing): Minor Action. Until the end of your turn, each character healed by one of your encounter powers or daily powers regains an additional 1d10 + 1 hit points.)
- ◆ Shimmerlight Shield (Power (Daily): Immediate Interrupt. Use this power when an ally adjacent to you would be hit by an attack against Reflex defense. That ally gains a +4 power bonus to Reflex defense against the attack.)
- ◆ +3 holy symbol, mace, Standard Adventurer's Kit
- ◆ Power Jewel (Power (Daily): Minor Action. This power allows you to regain the use of an encounter power of 1st or 3rd level. Special: You must have reached at least one milestone today to activate this item.)

Skills

Acrobatics	+4
Arcana	+5
Athletics	+7
Bluff	+6
<i>Diplomacy</i>	+11
Dungeoneering	+7
Endurance	+8
<i>Heal</i>	+15
History	+5
<i>Insight</i>	+15
Intimidate	+6
Nature	+10
Perception	+10
<i>Religion</i>	+18
Stealth	+4
Streetwise	+6
Thievery	+4

At-Will Powers

Lvl	Name	Action	Target	Type	Attack	Effect
	+2 medic's warhammer	Standard	One creature	Melee	+12 vs AC	1d10+6 damage, crit 16 damage + 2d6 radiant.
1	Priest's Shield Divine, Weapon	Standard	One creature	Melee	+12 vs AC	1d10+6 damage, crit 16 damage + 2d6 radiant. and you and one adjacent ally gain a +1 power bonus to AC until the end of your next turn.
1	Sacred Flame Divine, Implement, Radiant	Standard	One creature	Ranged 5	+13 vs Reflex	1d6 + 9 radiant damage, 15+3d6 crit, and one ally you can see chooses either to gain 6 temporary hit points or to make a saving throw.

Encounter Powers

Lvl	Name	Action	Target	Type	Attack	Effect
	Healing Word Divine, Healing	Minor	You or one ally	Close burst 5		The target can spend a healing surge and regain an additional 1d6+5 hit points.
	Channel Divinity: Divine Fortune Divine	Free	Personal			You gain a +1 bonus to your next attack roll or saving throw before the end of your next turn.
	Channel Divinity: Turn Undead Divine, Implement, Radiant	Standard	Each undead creature in burst	Close burst 2	+13 vs Will	1d10+9 radiant damage, 19+3d6 crit, and you push the target 8 squares. The target is immobilized until the end of your next turn. Miss: Half damage, and the target is not pushed or immobilized.
	Channel Divinity: Moradin's Resolve Divine	Minor	Personal			Until the end of your next turn, you gain a +2 bonus to attack rolls against Large or larger creatures.
7	Strengthen the Faithful Divine, Healing, Weapon	Standard	One creature	Melee	+12 vs AC	2d10+6 damage, 26+2d6 radiant crit, and you and each ally adjacent to the target can spend a healing surge. Add +7 to the hit points regained.
3	Daunting Light Divine, Implement, Radiant	Standard	One creature	Ranged 10	+13 vs Reflex	2d10 + 9 radiant damage, 29+3d6 crit. One ally you can see gains combat advantage against the target until the end of your next turn.
1	Healing Strike Divine, Healing, Radiant, Weapon	Standard	One creature	Melee	+12 vs AC	2d10+6 damage, 26+2d6 radiant crit, 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, plus 5 hit points.

Daily Powers

Lvl	Name	Action	Target	Type	Attack	Effect
9	Divine Power Divine, Healing, Radiant, Weapon	Standard	Each enemy in burst you can see	Close burst 2	+12 vs Fortitude	2d10 + 6 radiant damage, 26+2d6 radiant crit, and you push the target 1 square. Effect: Until the end of the encounter, you gain regeneration 5, and you and each ally within the burst gain a +2 power bonus to AC.
5	Consecrated Ground Divine, Healing, Radiant, Zone	Standard		Close burst 1		Effect: The burst creates a zone of sanctified ground that lasts until the end of your next turn. You can move the origin square of the zone 3 squares as a move action. Enemies that start their turns within the zone take 1d6 + 2 radiant damage. You and any allies who are bloodied and start their turns within the zone regain 2 hit points. Sustain Minor: The zone persists.
1	Beacon of Hope Divine, Healing, Implement	Standard	Each enemy in burst	Close burst 3	+13 vs Will	The target is weakened until the end of its next turn. Effect: You and all your allies in the burst regain 10 hit points, and your healing powers restore +5 hit points until the end of the encounter.

Utility Powers

Lvl	Name	Action	Target	Type	Effect
10	Mass Cure Light Wounds Daily; Divine, Healing	Standard	You and each ally in burst	Close burst 5	The targets regain hit points as if they had spent a healing surge. Add +6 to the hit points regained.
6	Cure Serious Wounds Daily; Divine, Healing	Standard	You or one creature	Melee touch	The target regains hit points as if it had spent two healing surges, plus 5 hit points
2	Divine Aid Encounter; Divine	Standard	You or one ally	Ranged 5	The target makes a saving throw with a +1 bonus.

Rituals

Animal Messenger
Gentle Repose
Raise Dead
Speak with Dead