



# ERAS THE SUNLORD

## MALE HUMAN CLERIC

LEVEL 1 UNALIGNED



"The power of Amaunator cuts through the darkness!"

Ability Score	Value	Modifier		
<b>STRENGTH</b>	14	+2	<b>ARMOR CLASS</b>	16
<b>CONSTITUTION</b>	12	+1	<b>FORTITUDE DEFENSE</b>	13
<b>DEXTERITY</b>	10	+0	<b>REFLEX DEFENSE</b>	12
<b>INTELLIGENCE</b>	12	+1	<b>WILL DEFENSE</b>	17
<b>WISDOM</b>	18	+4	<b>INITIATIVE</b>	+1
<b>CHARISMA</b>	12	+1	<b>SPEED (SQUARES)</b>	5
<b>HIT POINTS</b>	24		<b>HEALING SURGE HP HEALED</b>	6
<b>BLOODIED</b>	12		<b>HEALING SURGES/DAY</b>	8
			<b>SECOND WIND</b>	<input type="checkbox"/>

(Use second wind up to 1/encounter)

Current Hit Points

Current Surge Uses

Basic Attack Name	Attack Bonus	Damage	Range/Properties
Mace	+4 vs. AC	1d8+2	Versatile (+1 damage when 2-handed)
Dagger	+5 vs. AC (+3 thrown)	1d4+2	5 squares normal/10 squares max

### FEATS

Human Perseverance (+1 to saving throws)  
 Channel Divinity: Power of Amaunator (see back)

### 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)  
 Languages: Common and Dwarven  
 Normal Vision

### SKILLS

Passive Insight	19
Passive Perception	14
Acrobatics	-1
Athletics	+1
Arcana	+6
Heal	+9
History	+6
Insight	+9
Perception	+4
Religion	+6
Stealth	-1

### PRAYERS (Divine Powers)

See back of character sheet.

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

### EQUIPMENT

Chainmail, mace, dagger, holy symbol, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

# PRAYERS (DIVINE POWERS)

Your powers are called prayers, since they are from the divine power source. Some of your powers require you to use a weapon and some require you to have your holy symbol (also called an implement) in hand. If a power does not state “weapon” or “implement”, then you don’t need to have your weapon or holy symbol in your hand.

## At-Will Powers

### **Lance of Faith**

Cleric Attack 1

*A brilliant ray of light sears your foe with golden radiance. Sparkles of light linger around the target, guiding your ally’s attack.*

**At-Will** ♦ Divine, Implement, Radiant

**Standard Action** Ranged 5

**Target:** One creature

**Attack:** +4 vs. Reflex

**Hit:** 1d8 + 4 radiant damage, and one ally you can see gains a +2 power bonus to his or her next attack roll against the target.

### **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:** +4 vs. AC

**Hit:** 1d8 + 2 damage (if using dagger 1d4 + 2 damage), and you and one adjacent ally gain a +1 power bonus to AC until the end of your next turn.

### **Sacred Flame**

Cleric Attack 1

*Sacred light shines from above, searing a single enemy with its radiance while at the same time aiding an ally with its beneficent power.*

**At-Will** ♦ Divine, Implement, Radiant

**Standard Action** Ranged 5

**Target:** One creature

**Attack:** +4 vs. Reflex

**Hit:** 1d6 + 4 radiant damage, and one ally you can see chooses either to gain 2 temporary hit points or to make a saving throw.

## Encounter Powers

### **Cause Fear**

Cleric Attack 1

*Your holy symbol ignites with the fury of your god. Uncontrollable terror grips your enemy, causing him to instantly recoil.*

**Encounter** ♦ Divine, Fear, Implement

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** +4 vs. Will

**Hit:** The target moves its speed + 2 squares away from you. The fleeing target avoids unsafe squares and difficult terrain if it can. This movement provokes opportunity attacks.

## Encounter Powers (continued)

### **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 not two or more of these in the same 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: Power of Amaunator**

Feat Power

*Your prayer to Amaunator creates a white-hot surge of radiance.*

**Encounter** ♦ Divine, Radiant

**Special:** You can use *divine fortune*, *power of Amaunator*, or *turn undead* once per encounter, but not two or more of these in the same encounter.

**Free Action** Personal

**Trigger:** You hit an enemy with a power with the radiant keyword.

**Effect:** Your power deals an extra 1d10 radiant damage to all targets hit by the power used. If a power deals half damage on a miss, you deal half of the extra damage as well.

### **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 not two or more of these in the same encounter.

**Standard Action** Close burst 2

**Target:** Each undead creature in burst

**Attack:** +4 vs. Will

**Hit:** 1d10 + 4 radiant damage, and you push the target 5 squares. The target is immobilized until the end of your next turn.

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

### **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.

## Daily Power

### **Cascade of Light**

Cleric Attack 1

*A burst of divine radiance sears your foe.*

**Daily** ♦ Divine, Implement, Radiant

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** +4 vs. Will

**Hit:** 3d8 + 4 radiant damage, and the target gains vulnerability 5 to all your attacks (save ends).

**Miss:** Half damage, and the target gains no vulnerability.