Proficiencies

Weapons Simple melee and ranged

Armor Light armor, chainmail

Wands ☑ _____ ☑ _____

Equipment

☑ Any weapon: _____

☑ Any wand: _____

☑ Chainmail *(+6 AC, already included)*

☐ Any weapon: _____

OR ☐ Any wand: _____

☐ incense *(worth 20gp)* OR ☐ a foreign idol

OR ☐ a prayer wheel OR ☐ writing kit

☑ Dungeoneer's pack *(backpack, bedroll, flint & steel, belt pouch, 10 days rations, waterskin, 2 glowbaskets, 50' rope)*

Loot and Plunder

gold pieces silver pieces copper pieces

In Play

Current HP / Max HP

Bloodied

Recoveries

Recovery Value

Impetus Level 3 Level 7

Channel Faith

Short rest (5 mins) *Regain Impetus, regain Channel, spend recoveries to heal*

Stamina Level 5 Level 9

Action Points

Long rest (6 hours) *Regain Stamina, heal to maximum HP, regain all spent recoveries, set Action Points to 1*

Welcome to ...

The Seraph

Divine Leader

A bright-eyed philosopher-knight, the Seraph is an inspiration to their allies and formidable in battle in their own right.

Name _____ Faith _____

Party _____ Class Cleric

Abilities and Skills

*Distribute **+3, +2, +1, +0 and -1** between abilities, then **add +1 to any one ability**.*

*Train **4 more** skills of your choice. Religion is already trained.*

Strength

☐ Athletics
☐ Endurance

Dexterity

☐ Acrobatics
☐ Initiative
☐ Sleight of Hand
☐ Stealth

Intelligence

☐ Arcana
☐ History
☑ Religion

Wisdom

☐ Dungeoneering
☐ Heal
☐ Insight
☐ Nature
☐ Perception

Charisma

☐ Bluff
☐ Diplomacy
☐ Intimidate
☐ Streetwise

Feats

At levels 4, 7 and 10, add a feat from any you meet the requirements for.

Armored Grace No speed reduction from heavy armor or skill penalty from heavy armor or heavy shield.

Ancestry

Level 4

Level 7

Level 10

Other

Other

Talents

At levels 2, 6 and 10, add a talent from any skill you have proficiency in.

Ancestry

Level 2

Level 6

Level 10

Other

Other

Other

Class Features

Channel Faith You can Channel Faith once per encounter. Your options are *censure undead* and one other: ☐ *Light ward* ☐ *Shielded soul* ☐ *Wrath of the she-bear* ☐ *Guidance*

Powers

Ⓔ *Swift healing*, Ⓔ *Fortifying healing*, ▲ *Rallying strike*, ○ *Sunlit smite*.

▲ Levels 3 and 7 – choose one

☐ *Trumpet of triumph* ☐ *Beam*
☐ *Blade of light* ☐ *Sapping blow*
☐ *Starburst* ☐ *Sacred blue*
☐ *The Splitter*

○ Levels 5 and 9 – choose one

☐ *Glorious rush* ☐ *Pillar of fire*
☐ *Prophesized one* ☐ *Swords to ploughshares*
☐ *Angelfall*

Ancestry

Paste your ancestry here

Level	Attack (weapon / spell)	AC 🛡	Fort	Reflex 🛡	Will	Skills* (trained / untrained)	HP (bloodied) / recovery	Other	XP for next
1	+7 / +5	16	13	12	15	+5 / +0	29 (14) / 7		1,000
2	+8 / +6	17	14	13	16	+6 / +1	34 (17) / 8	Talent	2,250
3	+9 / +7	18	15	14	17	+6 / +1	39 (19) / 9	Impetus Power	3,750
4	+10 / +8	19	16	15	18	+7 / +2	44 (22) / 11	Feat	5,500
5	+11 / +9	20	17	16	19	+7 / +2	49 (24) / 12	Stamina Power	7,500
6	+12 / +10	21	18	17	20	+8 / +3	54 (27) / 13	Talent	10,000
7	+13 / +11	22	19	18	21	+8 / +3	59 (29) / 14	Feat, Impetus Power	13,000
8	+14 / +12	23	20	19	22	+9 / +4	64 (32) / 16		16,500
9	+15 / +13	24	21	20	23	+9 / +4	69 (34) / 17	Stamina Power	20,500
10	+16 / +14	25	22	21	24	+10 / +5	74 (37) / 18	Talent, Feat	25,500

🛡 +2 AC and Reflex if equipped with a shield. Adjust AC if unarmored.
* Add the relevant ability, for example Strength for Athletics.

Current XP

Censure Undead — Encounter

Standard Action ● Channel Faith

Near burst 2, all undead

Attack vs Will

Hit 2d8 + your level radiant damage. Target is pushed 5 squares and immobilized until the end of their next turn.

Miss Half damage. Target is pushed 2 squares.

Level 11 Near burst 5 instead. *Level 21* Near burst 8, 3d8 damage instead.

Channel Faith ● Channel Faith, Divine, Radiant, Spell — 1/36

Fortifying Healing — Encounter

Swift Action

Near burst 5, one creature

Effect The target may spend a recovery to heal equal to their recovery value +1d6 + your level or they gain that value in temporary HP (their choice).

Level 11 Near burst 10 instead. *Level 21* Near burst 15 instead.

Cleric ● Divine, Healing — 2/36

Guidance — Encounter

Swift Action ● Channel Faith

Near burst 3, self or one ally

Effect The target is honed or blessed until the end of their next turn (your choice).

Channel Faith ● Divine — 3/36

Light Ward — Encounter

Standard Action ● Channel Faith

Near burst 10, one ally

Effect The target is fortified (save maintains). The first time they are hit by an attack during this period, the attacker takes 5 radiant damage then the target loses the fortified boon.

Channel Faith ● Divine — 4/36

Rally — Encounter

Standard Action

Effect Spend a recovery and heal your recovery value. You are fortified until the end of your next turn.

5/36

Shielded Soul — Encounter

Counter Action ● Channel Faith

Near burst 3, self or one ally

Trigger The target takes damage.

Effect The target gets resistance to all damage 5 for that effect.

Level 11: 10.
Level 21: 15.

Channel Faith ● Divine — 6/36

Swift Healing — Encounter

Swift Action

Near burst 5, one creature

Effect The target may spend a recovery to heal equal to their recovery value +1d6 + your level or make a saving throw against a condition currently affecting them (their choice).

Level 11 Near burst 10 instead. *Level 21* Near burst 15 instead.

Cleric ● Divine, Healing — 7/36

Wrath of the She-Bear — Encounter

Reaction Action ● Channel Faith

Self

Trigger An ally within 10 squares is reduced to 0 HP or below by an attack.

Effect You may move your speed towards the ally and make a basic attack against the enemy who made the attack.

Channel Faith ● Divine — 8/36

Sunlit Smite — ○ Daily

Standard Action ○ Stamina

Melee or Ranged weapon, one target

Attack vs AC

Hit 3dW + your level radiant damage, and 5 persistent fire damage (save ends).

Miss Half damage.

Special You can use *sunlit smite* multiple times a day, spending 1 Stamina each time.

Cleric Level 1
• Divine, Radiant, Weapon — 9/36

Rallying Strike — ▲ Encounter

Standard Action ▲ Impetus

Effect Make a basic or at-will attack. Then choose an ally. They make a basic attack. If they wish, they can move up to their speed before making the attack.

Special You can use *rallying strike* multiple times a day, spending 1 Impetus each time.

Cleric Level 1
• Divine, Weapon — 10/36

Axe Grind — At-Will

Standard Action

Melee weapon, one target

Attack vs AC

Hit 2dW + double level damage and push the target 1 square.

Level 21 3dW + double level damage instead.

- ☑ *Hatchet* 1d8 damage
- ☐ *Battleaxe* 1d10 damage
- ☐ *Greataxe* 1d12 damage

Armament Level 1
• Axes, Weapon — 11/36

Bolt from the Blue — At-Will

Standard Action

Ranged weapon, one target

Attack vs AC

Hit 2dW + double level damage.

Effect Shift 1 square before making the attack.

Level 21 3dW + double level damage instead.

- ☑ *Crossbow* 1d8 damage (Ranged 15/30, Loading swift)
- ☐ *Elite crossbow* 1d10 damage (Ranged 15/30, Loading swift)

Armament Level 1
• Crossbows, Weapon — 12/36

Careful Slice — At-Will

Standard Action

Melee weapon, one target

Attack vs Reflex

Hit 1dW + level damage.

Level 21 2dW + level damage instead.

- ☑ *Dagger* 1d6 damage (Melee 1 or Ranged 5/10)
- ☐ *Misericorde* 1d8 damage (Melee 1 or Ranged 5/10)
- ☐ *Rapier* 1d10 damage

Armament Level 1
• Light Blades, Weapon — 13/36

Cleaving Slice — At-Will

Standard Action

Melee weapon, one target

Attack vs AC

Hit 2dW + double level damage. An enemy adjacent to the target takes 1dW damage.

Level 21 3dW + double level damage instead. An enemy adjacent to the target still takes 1dW damage.

- ☑ *Sickle* 1d8 damage
- ☑ *Scythe* 1d10 damage
- ☐ *Longsword* 1d10 damage
- ☐ *Greatsword* 1d12 damage

Armament Level 1
• Heavy Blades, Weapon — 14/36

Double Attack — At-Will

Standard Action

Requirement Must have a melee weapon in each hand

Melee weapon, two targets

Attack vs AC

Hit 1dW + level damage.

Level 21 2dW + level damage.

Special Each attack must be with a different melee weapon and against a different target.

Armament Level 1
• Weapon — 15/36

Hammerfall — At-Will

Standard Action

Melee weapon, one target

Attack vs AC

Hit 2dW + double level damage.

Miss Target takes 1dW damage.

Level 21 3dW + double level damage instead.

- ☑ *Light pick* 1d6 damage (Melee 1 or Ranged 5/10)
- ☐ *Warhammer* 1d10 damage
- ☐ *Maul* 1d12 damage

Armament Level 1
• Picks and Hammers, Weapon — 16/36

Shillelagh — At-Will

Standard Action
Melee weapon, one target
Attack vs AC
Hit 2dW + double level damage and the target is dazed until the end of their next turn.
Level 21 3dW + double level damage instead.

☑ *Club* 1d8 damage
☑ *Greatclub* 1d10 damage
☐ *Light mace* 1d10 damage
☐ *Heavy mace* 1d12 damage

Armament Level 1
• Maces and Clubs, Weapon — 17/36

Sling of Misfortune — At-Will

Standard Action
Ranged weapon, one target
Attack vs AC
Hit 1dW + level damage. Target's speed is reduced by 2 (save ends).
Level 21 2dW + level damage instead.

☑ *Sling* 1d6 damage
(Ranged 10/20, Loading free)

Armament Level 1
• Slings, Weapon — 18/36

Spear Discipline — At-Will

Standard Action
Melee weapon, one target
Attack vs AC
Hit 2dW + double level damage. Any ally adjacent to the target can shift 1 square.
Level 21 3dW + double level damage instead.

☑ *Shortspear* 1d8 damage
☐ *Longspear* 1d12 damage

Armament Level 1
• Spears and Lances, Weapon — 19/36

Staff Sweep — At-Will

Standard Action
Melee weapon, one target
Attack vs AC
Hit 2dW + level damage. Target must save or fall prone.
Level 21 3dW + level damage instead.

☑ *Quarterstaff* 1d10 damage

Armament Level 1
• Staffs, Weapon — 20/36

Bless — Daily

Swift Action
Near burst 10, self and allies
Effect The target is honed (save maintains).

Skill (Divine) Level 2
• Divine — 21/36

Cure Wounds — Daily

Standard Action
Melee touch, self or one creature
Effect The target heals equal to their recovery value.
Level 6 Equal to double their recovery value.
Level 16 Equal to triple their recovery value.

Skill (Divine) Level 2
• Divine, Healing — 22/36

Shield of Faith — Daily

Swift Action
Near burst 10, self and allies
Effect The target is fortified (save maintains).

Skill (Divine) Level 2
• Divine — 23/36

Beam — Encounter

Standard Action Impetus
Ranged 10, one creature
Attack vs Reflex
Hit 3d6 + level radiant damage and the target is blinded until the end of their next turn.

Cleric Level 3
• Divine, Radiant, Spell — 24/36

Blade of Light — Encounter

Standard Action Impetus
Melee weapon, one creature
Attack vs AC

Hit 3dW + your level radiant damage.

Effect You or an ally within 5 squares can spend a recovery to heal their recovery value.

Cleric Level 3
• Divine, Healing, Radiant, Weapon — 25/36

Sacred Blue — Encounter

Your weapon travels before you like the hammer of God.

Standard Action Impetus
Melee 5, one creature
Attack vs AC

Hit 3dW + level lightning and thunder damage.

Effect Before the attack, you teleport to a space adjacent to the target.

Cleric Level 3
• Divine, Radiant, Weapon — 26/36

Sapping Blow — Encounter

Standard Action Impetus
Melee weapon, one creature
Attack vs Will

Hit 2dW + level damage.

Effect An ally within 5 of the target gains 10 temporary HP.

Cleric Level 3
• Divine, Radiant, Weapon — 27/36

Starburst — Encounter

Standard Action Impetus
Near burst 3, all enemies
Attack vs Will

Hit The target is dazed until the end of their next turn.

Cleric Level 3
• Divine, Healing, Radiant, Spell — 28/36

The Splitter — Encounter

Standard Action Impetus
Melee weapon, one or two creatures
Attack vs AC

Hit 2dW + level damage and the target is dazed until the end of their next turn.

Cleric Level 3
• Divine, Weapon — 29/36

Trumpet of Triumph — Encounter

Standard Action Impetus
Near spray 5, all enemies
Attack vs Fortitude

Hit The target is off-guard until the end of their next turn. If the target is already off-guard, they fall prone instead.

Effect Each ally in the area heals 5 HP.

Cleric Level 3
• Divine, Healing, Spell — 30/36

Angelfall — Daily

Standard Action Stamina
Melee weapon, one creature
Attack vs AC

Hit 3dW + level damage.

Miss Half damage.

Effect An ally within 5 squares of you flies to a space adjacent to the target. They make a melee basic attack against the target. The ally may also spend a recovery to heal their recovery value.

Cantrip You can levitate up or down 1 square per round by meditating. You cannot do anything else while meditating.

Cleric Level 5 • Divine, Healing, Teleportation, Weapon — 31/36

Glorious Rush — Daily

Standard Action Stamina
Melee weapon, one target
Attack vs AC

Hit 3dW + your level radiant damage.

Miss Half damage.

Effect Each ally within 2 squares of you can shift 2 and make a basic melee attack against the target (if within range).

Cantrip You and your allies' overland travel speed improves by 10% outside of combat.

Cleric Level 5
• Divine, Radiant, Weapon — 32/36

Pillar of Fire — Daily

Standard Action Stamina

Far burst 2 within 10, all enemies

Attack vs Reflex

Hit 3d10 + level fire damage.

Miss Half damage.

Cantrip You can cause flames within 6 squares to flicker, brighten, dim, or change color as a swift action or create light as bright as a lantern from your hand or forehead.

Cleric Level 5
• Divine, Fire, Spell
33/36

Prophesized One — Daily

Swift Action Stamina

Melee touch, one ally

Effect Until the end of the encounter, the target gets a +5 bonus to damage with weapon attacks. Each time the target hits an enemy, the enemy is off-guard until the end of their next turn.

Cantrip At the end of a short rest you can pray for guidance about a course of action you plan to take within the next 30 minutes. You receive a positive, negative or ambiguous omen as the Game Master decides.

Cleric Level 5
• Divine, Spell
34/36

Swords to Ploughshares — Daily

Standard Action Stamina

Ranged 10, one enemy

Attack vs Will

Hit The target cannot attack (save ends).

Miss The target cannot attack until the end of their next turn.

Cantrip You can create enough food and water for five people at the end of each long rest.

Cleric Level 5
• Divine, Psychic, Spell
35/36

Mass Cure Wounds — Daily

Standard Action

Near burst 5, self and all allies

Effect The target heals equal to their recovery value plus 5.

Level 22 Equal to double their recovery value plus 10 instead.

Skill (Divine) Level 10
• Divine, Healing
36/36

Cleric Feats

Deep Faith Channel Faith an additional time per encounter (you cannot choose the same power twice in an encounter).

Overflowing Life Each time you use *swift healing* or *fortifying healing,* you heal yourself for 4 HP.

Wand Proficiency REPEATABLE
Proficient with a wand: _____

Wand Proficiency REPEATABLE
Proficient with a wand: _____

Scale Armor Proficiency Scale armor gives +7 AC (+1 more than chainmail). *Requires Chainmail Proficiency*

Skill Training REPEATABLE
Become trained in a skill of your choice.

Skill Training REPEATABLE
Become trained in a skill of your choice.

Skill Training REPEATABLE
Become trained in a skill of your choice.

Skill Training REPEATABLE
Become trained in a skill of your choice.

Seize Advantage Treat immobilized and slowed targets as off-guard. *Level 11,* Deafened and weakened targets are also off-guard.

Hop To It Whenever one of your powers causes an ally to spend a recovery, that ally can shift 2 squares.

Shield Proficiency
You are proficient with light and heavy shields.

Touch of Grace You get a +1 bonus on all saving throws. *Level 11,* +2 instead. *Level 21*, +3 instead.

The Seraph



Religion Talents

Bless RELIGION
Add *Bless* to your powers.

Cure Wounds RELIGION
Add *Cure wounds* to your powers.

Mass Cure Wounds RELIGION Add *Mass cure wounds* to your powers. *Requires Level 10 or higher*

Shield of Faith RELIGION
Add *Shield of faith* to your powers.

Applied Guidance RELIGION Whenever you would make a Wisdom ability check, you can make a Religion skill check instead.

Human — Ancestry

Medium natural humanoid (human)

Speed 6 squares

Languages ☑ Common, one of:
☐ Goblin ☐ Dwarvish ☐ Elvish ☐ Giant

Skill Training Tick a skill of your choice.

Ancestry Feat Add a human feat.

Bonus Feat Add a human or class feat.

General Talent Add one from any skill you have proficiency in.

Human Feats

Skill Acuity Choose a talent from any skill you have proficiency in. *Requires Level 2 or higher*

Action Hero During the action you gain by spending an action point, you get a +2 bonus to attack rolls and damage.

Teamwork When you aid an ally, instead of the +2 bonus they may reroll their roll and take the higher result.

Touch of Grace You get a +1 bonus on all saving throws. *Level 11,* +2 instead. *Level 21*, +3 instead.