

DOLORA

TIEFLING CLERIC (DEATH DOMAIN) / LEVEL 1

DIFFICULTY: ★★

"The end of things is nothing to fear. Come, face yours with honor."

ABILITIES & SKILLS

STRENGTH	8	-1
<i>Athletics</i>	-----	-2
CONSTITUTION	16	+3
<i>Endurance</i>	-----	+2
DEXTERITY	10	+0
<i>Acrobatics</i>	-----	-1
<i>Stealth</i>	-----	+1
<i>Thievery</i>	-----	-1
INTELLIGENCE	10	+0
<i>Arcana</i>	-----	+0
<i>History</i>	-----	+0
<i>Religion</i>	-----	+5
WISDOM	18	+4
<i>Dungeoneering</i>	-----	+4
<i>Heal</i>	-----	+9
<i>Insight</i>	-----	+9
<i>Nature</i>	-----	+4
<i>Perception</i>	-----	+4
CHARISMA	13	+1
<i>Bluff</i>	-----	+3
<i>Diplomacy</i>	-----	+6
<i>Intimidate</i>	-----	+1
<i>Streetwise</i>	-----	+1

DEFENSES

Armor Class	16
Fortitude	13
Reflex	14
Will	14

INITIATIVE	SPEED
+0	5

VISION
Normal

LANGUAGES
Common, Dwarven

Hit Points (Bloodied 16)

33

Healing Surges (Value 8)



EQUIPMENT
mace, holy symbol, chainmail armor, light shield, adventurer's kit, and 45 gold pieces

ACTION POINT

TRAITS

Fire & Necrotic Resistance
You have resist 5 fire and resist 5 necrotic.

Bloodhunt
You gain a +1 bonus to attack rolls against bloodied foes.

FEATS
Toughness



A cleric is the heart of the party, keeping allies safe and augmenting their power; use Healing Word and Stay the Hand of Death to keep your friends in fighting shape. As a cleric of death, you focus on corrupting foes and drawing strength from their destruction. Death's Shadow will be your most common attack, as it hastens the fall of your enemies, but Tenebrous Blessing is vital to keep the hardest-hitting enemies from striking your allies.

ATTACK POWERS

Mace (Melee Basic) At-Will

Standard Action **Melee weapon**
Target: One creature **Attack:** 1d20 + 1 vs. Reflex
Hit: 1d8 - 1 damage.

Death's Shadow At-Will

Standard Action **Melee 1**
Target: One creature. **Attack:** 1d20 + 4 vs. Reflex
Hit: 1d8 + 4 cold and necrotic damage.
Effect: The target takes a -2 penalty to all defenses against the next attack made against it before the end of your next turn.

Tenebrous Blessing At-Will

Standard Action **Melee 1**
Target: One creature **Attack:** 1d20 + 4 vs. Will
Hit: 1d8 + 4 psychic damage.
Effect: Until the end of your next turn, the target takes a -3 penalty to attack rolls.

Inevitable Doom Encounter

Standard Action **Ranged 10**
Target: One enemy
Effect: The next attack made against the target before the end of your next turn deals 2d8 extra damage on a hit or miss, even if the attack normally deals no damage on a miss. This damage cannot benefit from bonuses to damage rolls.

Infernal Wrath Encounter

Standard Action **Close burst 10**
Target: The triggering enemy in the burst
Trigger: An enemy within 10 squares of you hits you.
Effect: The target takes 1d6 + 1 fire damage.

Levy of Judgment Daily

Standard Action **Melee weapon**
Target: One creature **Attack:** 1d20 + 6 vs. AC
Hit: 2d8 + 4 radiant damage.
Miss: Half damage.
Effect: Once before the end of the encounter, when an ally misses the target with an attack roll, you can use a free action to let that ally reroll the attack roll.

UTILITY POWERS

Healing Word Encounter

Minor action **Close burst 5**
Target: You or one ally in the burst
Effect: The target can spend a healing surge and regain 1d6 additional hit points.
Death Domain: You gain 5 temporary hit points.
Special: You can use this power twice per encounter, but only once per round.

Eye of the Vulture Encounter

Minor action **Close burst 3**
Target: Each bloodied enemy in the burst
Effect: You learn which targets have 7 or less current hit points.

Second Wind Encounter

Standard Action **Personal**
Effect: You spend a healing surge to regain hit points, and gain a +2 bonus to all defenses until the start of your next turn.

CHANNEL DIVINITY

You have two channel divinity powers but you are only able to use one per encounter.

Smite Undead Encounter

Standard Action **Melee weapon**
Target: One undead creature **Attack:** 1d20 + 6 vs. Will
Hit: 2d8 + 4 radiant damage, and you push the target 6 squares. The target is immobilized until the end of your next turn.
Miss: Half damage.

Stay the Hand of Death Encounter

Minor Action **Close burst 2**
Target: You or one ally in the burst; the target must be bloodied
Effect: The target gains 5 temporary hit points.

This character was made using the *Heroes of Shadow* sourcebook. Use the Character Builder to create and modify this character!

See www.wizards.com/dnd/insider for more information.