

Betty 8
 Character Name: Betty 8
 Race: Hamadryad
 Level: 8
 Class: Cleric
 Gender: Female
 Alignment: Unaligned
 Paragon Path: Sehanine
 Deity: Delity
 Adventuring Company: Epic Destiny
 Height: 5'00"
 Weight: 130 lb
 Age: 13
 Size: Medium
 RPGA Number: 13 000
 Total XP: 13 000

INITIATIVE

DEX	1/2 LVL	MISC
5	4	

5 Initiative

DEFENSES

10+ ARMOR/DEFENSE	1/2 LVL ABIL	CLASS	FEAT	ENH	MISC
23	AC	14	7	2	

23 AC

ABILITY SCORES

SCORE	ABILITY	MOD + 1/2 LVL
8	STR Strength	3
10	CON Constitution	4
12	DEX Dexterity	5
12	INT Intelligence	5
20	WIS Wisdom	9
20	CHA Charisma	9

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	6	-1	

5 Speed (Squares)

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
24	Passive Insight	10	+14
21	Passive Perception	10	+11

24 Passive Insight

ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

0 Action Points

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
4	Acrobatics	5	0	-1	0
10	Arcana	5	5	n/a	0
4	Athletics	3	0	-1	2
9	Bluff	9	0	n/a	0
11	Diplomacy	9	0	n/a	2
9	Dungeoneering	9	0	n/a	0
3	Endurance	4	0	-1	0
16	Heal	9	5	n/a	2
5	History	5	0	n/a	0
14	Insight	9	5	n/a	0
9	Intimidate	9	0	n/a	0
13	Nature	9	0	n/a	4
11	Perception	9	0	n/a	2
10	Religion	5	5	n/a	0
4	Stealth	5	0	-1	0
9	Streetwise	9	0	n/a	0
4	Thievery	5	0	-1	0

RACE FEATURES

- Elemental Origin** - You have the elemental origin.
- Female Only** - All hamadryads are female.
- Oaken Vitality** - Gain +5 Endurance to resist starvation, the Tree Mind.
- Tree Mind** - Gain +2 racial bonus to saving throws against **Hamadryad Aspects**.
- Hamadryad Aspects** - Gain the hamadryad aspects power.
- Fey Origin** - You have the fey origin.
- Forest Walk (Hamadryad)** - You ignore difficult terrain that is forest.

CLASS / PATH / DESTINY FEATURES

- Windlord Starting Feature** - Your origin becomes elemental; gain Primordial language, +2 bonus to Athletics and Perception checks, and the wind fury assault power.
- Channel Divinity** - Invoke a channel divinity class feature or other power; encounter.
- Healer's Lore** - Add Wis modifier to hp healed on cleric healing powers.
- Healing Word** - Gain the healing word power; minor action.
- Ritual Casting** - Gain Ritual Caster as a bonus feat.
- Windlord Level 5 Feature** - Fly 1 additional square with the Windlord's Flight.

ATTACK WORKSPACE

ABILITY: Astral Seal - Symbol of the Holy Nimbus +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+13	4	5			2	2	2

ABILITY: Sacred Flame - Symbol of the Holy Nimbus +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+11	4	5			2		

DAMAGE WORKSPACE

ABILITY: Sacred Flame - Symbol of the Holy Nimbus +2

DAMAGE	1d6+7	ABIL	FEAT	ENH	MISC
		5		2	

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
7	vs AC	Holy Healer's Mace +2	1d8+2

POWER INDEX

List your powers below.

Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Bull Rush Attack

Grab Attack

Opportunity Attack

Astral Seal

Sacred Flame

ENCOUNTER POWERS

Second Wind

Wind Fury Assault

Prophetic Guidance

Favor of the Gods

Healer's Mercy

Hymn of Resurgence

Peacemaker's Light

DAILY POWERS

Moment of Glory

Revealing Light

UTILITY POWERS

Second Wind

Hamadryad Aspects

Healing Word

Life Transference

Stream of Life

COINS AND OTHER WEALTH

Money on hand: 0 gp

Stored money: 0 gp

Encumbrance: 49 / 80

MAGIC ITEM INDEX

List your powers below.

Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

WEAPON Holy Healer's Mace +2 (E)

WEAPON

WEAPON

WEAPON

ARMOR Astral Fire Chainmail +2 (E)

ARMS

FEET

HANDS

HEAD

NECK Cloak of the Chirurgeon +2 (E)

RING

RING

WAIST

Symbol of the Holy Nimbus +2 (Off-hand)

Daily Item Powers Per Day

Heroic (1-10) / / / / /

Paragon (11-20) / / / / /

Epic (21-30) / / / / /

PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Geography - Forest

You were raised in a wooded region, such as a forest or a jungle. Did you survive by foraging, or were you and your family hunters? Do you feel at one with the forest, or is it merely a source of food to be harvested?

COMPANIONS AND ALLIES

OTHER EQUIPMENT

Ritual Book

CHARACTER PORTRAIT



SESSION AND CAMPAIGN NOTES

RITUALS / ALCHEMY

Animal Messenger

Create Campsite

CHARACTER NAME
Betty 8

PLAYER NAME

RACE Hamadryad

CLASS Cleric

LEVEL 8

SCORE ABILITY MOD

HP 62

STR -1

CON +0

DEX +1

INT +1

WIS +5

CHA +5

Spd 5

Init +5

AC 23

Fort 16

Ref 17

Will 23

24 Passive Insight

21 Passive Perception

PLAY DATA

Astral Seal

KEYWORDS Divine, Healing, Implement

Standard + 5

ACTION

13 vs Reflex

DEFENSE

RANGED 5

RANGE

One creature

TARGET

ATTACK

DEFENSE

ATTACK

DEFENSE

ATTACK

DEFENSE

ATTACK

DEFENSE

ATTACK

DEFENSE

ATTACK

DEFENSE

ATTACK

DEFENSE

ATTACK

DEFENSE

ATTACK

DEFENSE

ATTACK

DEFENSE

ATTACK

DEFENSE

ADDITIONAL EFFECTS

CLASS Cleric

LEVEL 1

BOOK DP

AT-WILL POWER

Attack: Wisdom +2 vs. Reflex
Hit: Until the end of your next turn, the target takes a -2 penalty to all defenses. The next ally who hits it before the end of your next turn regains hit points equal to 2 + your Charisma modifier (+5).

Symbol of the Holy Nimbus +2: +13 attack

Action Point

ADDITIONAL EFFECTS



Effect: Gain a standard action this turn.

Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

ENCOUNTER SPECIAL

Prophetic Guidance

KEYWORDS Divine

Standard + 5

ACTION

5 vs Reflex

DEFENSE

RANGED 5

RANGE

One enemy

TARGET

ATTACK

DEFENSE

ATTACK

DEFENSE

ATTACK

DEFENSE

ATTACK

DEFENSE

ATTACK

DEFENSE

ATTACK

DEFENSE

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DEFENSE

ADDITIONAL EFFECTS

CLASS Cleric

LEVEL 1

BOOK Dragon 386

ENCOUNTER POWER

Effect: The target grants combat advantage until the end of your next turn, and your allies gain a power bonus to damage rolls against the target equal to your Wisdom modifier (+5) until the end of your next turn. The next ally who misses the target before the end of your next turn can reroll the attack.

Melee Basic Attack

KEYWORDS Weapon

Standard +

ACTION

7 vs AC

DEFENSE

RANGED

One creature

TARGET

ATTACK

DEFENSE

ATTACK

DEFENSE

ATTACK

DEFENSE

ATTACK

DEFENSE

ATTACK

DEFENSE

ATTACK

DEFENSE

ATTACK

DEFENSE

ATTACK

DEFENSE

ATTACK

DEFENSE

ATTACK

DEFENSE

ATTACK

DEFENSE

ATTACK

DEFENSE

USED

Melee weapon

RANGE

TARGET

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier (-1) damage. Increase damage to 2[W] + Strength modifier (-1) damage at 21st level.

Holy Healer's Mace +2: +7 attack, 1d8+2 damage

ADDITIONAL EFFECTS

CLASS

LEVEL *

BOOK PH

AT-WILL POWER

Favor of the Gods

KEYWORDS Channel Divinity, Divine

Minor +

ACTION

3 vs

DEFENSE

RANGED

Close burst 3

RANGE

One creature in the burst

TARGET

ATTACK

DEFENSE

ATTACK

DEFENSE

ATTACK

DEFENSE

ATTACK

DEFENSE

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DEFENSE

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ATTACK

DEFENSE

ATTACK

DEFENSE

ADDITIONAL EFFECTS

CLASS Cleric

LEVEL

BOOK Dragon 400

ENCOUNTER POWER

Special: You can use only one channel divinity power per encounter
Effect: The next time the target misses with an attack roll before the end of your next turn, it can reroll that attack roll. It must use the new result, even if it is lower.

Healer's Mercy

KEYWORDS: Divine, Healing

Standard	+	☞	Close burst 5	USED
ACTION	5	←	RANGE	
	vs		Each bloodied ally in burst	
ATTACK		DEFENSE	TARGET	

Channel Divinity: You can use only one channel divinity power per encounter.
Effect: Each target can spend a healing surge. You are weakened until the end of your next turn.

ADDITIONAL EFFECTS

CLASS: Cleric

LEVEL: BOOK: *DP*

ENCOUNTER POWER

Hymn of Resurgence

KEYWORDS: Divine, Implement

Standard	+	☞	Close blast 5	USED
ACTION	5	←	RANGE	
	11	vs	Fort	Each enemy in blast
ATTACK		DEFENSE	TARGET	

Attack: Wisdom vs. Fortitude
Hit: The target takes a -2 penalty to all defenses until the end of your next turn. When any ally hits the target before the end of your next turn, the target is knocked prone.
Effect: Each ally in the blast can choose either to gain 5 temporary hit points or to make a saving throw.

Symbol of the Holy Nimbus +2: +11 attack

ADDITIONAL EFFECTS

CLASS: Cleric

LEVEL: 3 BOOK: *DP*

ENCOUNTER POWER

Wind Fury Assault

KEYWORDS: Elemental, Weapon

Standard	*	+	☞	Melee or Ranged weapon	USED
ACTION	←	←	RANGE		
	vs				
ATTACK		DEFENSE	TARGET		

Effect: You can fly up to your speed. At any point during this movement, you can make the following attack.
Target: One creature
Attack: Your highest ability modifier vs. AC
Hit: 1[W] + your highest ability modifier damage, and you can slide the target 1 square.
 Level 11: 2[W] + your highest ability modifier damage.
 Level 21: 3[W] + your highest ability modifier damage.

ADDITIONAL EFFECTS

CLASS:

LEVEL: * BOOK: *HOTEC*

ENCOUNTER POWER

Wind Fury Assault

KEYWORDS: Elemental, Weapon

Standard	*	+	☞	Melee or Ranged weapon	USED
ACTION	←	←	RANGE		
	vs				
ATTACK		DEFENSE	TARGET		

Effect: You can fly up to your speed. At any point during this movement, you can make the following attack.
Target: One creature
Attack: Your highest ability modifier vs. AC
Hit: 1[W] + your highest ability modifier damage, and you can slide the target 1 square.
 Level 11: 2[W] + your highest ability modifier damage.
 Level 21: 3[W] + your highest ability modifier damage.

ADDITIONAL EFFECTS

CLASS:

LEVEL: * BOOK: *HOTEC*

ENCOUNTER POWER

Peacemaker's Light

KEYWORDS: Cold, Divine, Radiant

Standard	+	☞	Close burst 2	USED
ACTION	2	←	RANGE	
	vs		Each enemy in the burst	
ATTACK		DEFENSE	TARGET	

Effect: The next time each target hits or misses you or any of your allies with an attack before the end of its next turn, it takes cold and radiant damage equal to 5 + your Wisdom modifier (+5).

ADDITIONAL EFFECTS

CLASS: Cleric

LEVEL: 7 BOOK: *MCG*

ENCOUNTER POWER

Second Wind

KEYWORDS: Personal

Standard	+	☞	Personal	USED
ACTION	←	←	RANGE	
	vs			
ATTACK		DEFENSE	TARGET	

Effect: Spend a healing surge and gain a +2 bonus to all defenses until the start of your next turn.
Windlord Level 5 Feature: Whenever you use your second wind, you can push each creature adjacent to you 1 square.

ADDITIONAL EFFECTS

CLASS:

LEVEL: * BOOK: *PH*

ENCOUNTER POWER

Revealing Light

KEYWORDS: Divine, Implement, Radiant

Standard	+	10	☞	Ranged 10	USED
ACTION	←	←	RANGE		
	11	vs	Reflex	One creature	
ATTACK		DEFENSE	TARGET		

Attack: Wisdom vs. Reflex. The attack ignores concealment and cover.
Hit: 3d6 + Wisdom modifier (+5) radiant damage.
Effect: The target takes ongoing 5 radiant damage and cannot become hidden (save ends both).
 Symbol of the Holy Nimbus +2: +11 attack, 3d6 +7 damage

ADDITIONAL EFFECTS

CLASS: Cleric

LEVEL: 5 BOOK: *DP*

DAILY POWER

Moment of Glory

KEYWORDS: Divine, Fear, Implement

Standard	+	☞	Close burst 5	USED
ACTION	5	←	RANGE	
	11	vs	Will	Each enemy in blast
ATTACK		DEFENSE	TARGET	

Attack: Wisdom vs. Will
Hit: You push the target 3 squares and knock it prone.
Effect: You and each ally in the blast gain resist 5 to all damage until the end of your next turn.
Sustain Minor: The effect persists.

Symbol of the Holy Nimbus +2: +11 attack

ADDITIONAL EFFECTS

CLASS: Cleric

LEVEL: 1 BOOK: *DP*

DAILY POWER

Hamadryad Aspects

KEYWORDS: Personal

Standard	+	☞	Personal	USED
ACTION	←	←	RANGE	
	vs			
ATTACK		DEFENSE	TARGET	

Effect: Choose one of the following aspects each time you use this power. You gain that aspect's benefits.
Spellbinding Beauty: Every enemy that can see you grants combat advantage to you until the end of your next turn.
Wooden Form: You gain resist 5 to all damage until the end of your next turn.
 Level 11: Resist 10.
 Level 21: Resist 15.

ADDITIONAL EFFECTS

CLASS: Hamadryad

LEVEL: BOOK: *HOTF*

UTILITY POWER

Hamadryad Aspects

KEYWORDS: Personal

Standard	+	☞	Personal	USED
ACTION	←	←	RANGE	
	vs			
ATTACK		DEFENSE	TARGET	

Effect: Choose one of the following aspects each time you use this power. You gain that aspect's benefits.
Spellbinding Beauty: Every enemy that can see you grants combat advantage to you until the end of your next turn.
Wooden Form: You gain resist 5 to all damage until the end of your next turn.
 Level 11: Resist 10.
 Level 21: Resist 15.

ADDITIONAL EFFECTS

CLASS: Hamadryad

LEVEL: BOOK: *HOTF*

UTILITY POWER

Hamadryad Aspects

KEYWORDS: Personal

Standard	+	☞	Personal	USED
ACTION	←	←	RANGE	
	vs			
ATTACK		DEFENSE	TARGET	

Effect: Choose one of the following aspects each time you use this power. You gain that aspect's benefits.
Spellbinding Beauty: Every enemy that can see you grants combat advantage to you until the end of your next turn.
Wooden Form: You gain resist 5 to all damage until the end of your next turn.
 Level 11: Resist 10.
 Level 21: Resist 15.

ADDITIONAL EFFECTS

CLASS: Hamadryad

LEVEL: BOOK: *HOTF*

UTILITY POWER

Hamadryad Aspects

KEYWORDS: Personal

Standard	+	☞	Personal	USED
ACTION	←	←	RANGE	
	vs			
ATTACK		DEFENSE	TARGET	

Effect: Choose one of the following aspects each time you use this power. You gain that aspect's benefits.
Spellbinding Beauty: Every enemy that can see you grants combat advantage to you until the end of your next turn.
Wooden Form: You gain resist 5 to all damage until the end of your next turn.
 Level 11: Resist 10.
 Level 21: Resist 15.

ADDITIONAL EFFECTS

CLASS: Hamadryad

LEVEL: BOOK: *HOTF*

UTILITY POWER

Symbol of the Holy Nimbus +2

DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		9	+1d6 damage per plus
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES

When you use the healing word power during a combat encounter, you and each ally within 5 squares of you also gain temporary hit points equal to your Charisma modifier + the symbol's enhancement bonus.

AT-WILL **ENCOUNTER** **DAILY**

POWER

Rarity: Common

ITEM SLOT	Off-hand	WEIGHT	0	PRICE	4200	BOOK	AI/2
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MAGIC WEAPON

Stream of Life

KEYWORDS Divine, Healing

MINOR ACTION	RANGE	DAILY
Minor	Personal	<input checked="" type="checkbox"/>

AT-WILL **ENCOUNTER** **DAILY**

Effect: You take ongoing 5 damage (save ends). This damage can't be reduced in any way. At the end of your turn, you can choose not to make a saving throw against this ongoing damage. Whenever you take the ongoing damage, an ally within 5 squares of you regains 15 hit points.

ADDITIONAL EFFECTS

CLASS: Cleric

LEVEL	6	BOOK	DP
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UTILITY POWER

Life Transference

KEYWORDS Divine, Healing

STANDARD ACTION	RANGE	DAILY
Standard	Melee touch	<input checked="" type="checkbox"/>

AT-WILL **ENCOUNTER** **DAILY**

Target: One creature
Effect: You take damage equal to your healing surge value, which can't be reduced in any way. The target regains hit points equal to twice that value.

ADDITIONAL EFFECTS

CLASS: Cleric

LEVEL	2	BOOK	DP
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UTILITY POWER

Healing Word

KEYWORDS Healing

MINOR ACTION	RANGE	DAILY
Minor	Close burst 5 (10 at 11th level, 15 additional hit points)	<input checked="" type="checkbox"/>

AT-WILL **ENCOUNTER** **DAILY**

Target: You or one ally in the burst
Effect: The target can spend a healing surge and regain 1d6 additional hit points.
 Level 6: 2d6 additional hit points.
 Level 11: 3d6 additional hit points.
 Level 16: 4d6 additional hit points.
 Level 21: 5d6 additional hit points.
 Level 26: 6d6 additional hit points.
Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter.
Defensive Healing Word: When you use your healing word, the target also gains a power bonus to all defenses equal to your Charisma modifier (+5) against the next attack made against him or her before the end of your next turn.
 regain an additional 2 hit points.

ADDITIONAL EFFECTS

CLASS: Cleric

LEVEL		BOOK	PH
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UTILITY POWER

Astral Fire Chainmail +2

AC BONUS	CHECK	SPEED	QUANTITY
7	-1	-1	1
ENHANCEMENT		LEVEL	TYPE
+2 AC		7	Armor

PROPERTIES

When you use any Channel Divinity power, you gain a +2 item bonus to AC and Fortitude until the end of your next turn.

AT-WILL **ENCOUNTER** **DAILY**

POWER

Rarity: Common

ITEM SLOT	Body	WEIGHT	40	PRICE	2600	BOOK	PH
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MAGIC ITEM

Stream of Life

KEYWORDS Divine, Healing

MINOR ACTION	RANGE	DAILY
Minor	Personal	<input checked="" type="checkbox"/>

AT-WILL **ENCOUNTER** **DAILY**

Effect: You take ongoing 5 damage (save ends). This damage can't be reduced in any way. At the end of your turn, you can choose not to make a saving throw against this ongoing damage. Whenever you take the ongoing damage, an ally within 5 squares of you regains 15 hit points.

ADDITIONAL EFFECTS

CLASS: Cleric

LEVEL	6	BOOK	DP
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UTILITY POWER

Life Transference

KEYWORDS Divine, Healing

STANDARD ACTION	RANGE	DAILY
Standard	Melee touch	<input checked="" type="checkbox"/>

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Target: One creature
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ADDITIONAL EFFECTS

CLASS: Cleric

LEVEL	2	BOOK	DP
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UTILITY POWER

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KEYWORDS Healing

MINOR ACTION	RANGE	DAILY
Minor	Close burst 5 (10 at 11th level, 15 additional hit points)	<input checked="" type="checkbox"/>

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Target: You or one ally in the burst
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ADDITIONAL EFFECTS

CLASS: Cleric

LEVEL		BOOK	PH
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UTILITY POWER

Stream of Life

KEYWORDS Divine, Healing

MINOR ACTION	RANGE	DAILY
Minor	Personal	<input checked="" type="checkbox"/>

AT-WILL **ENCOUNTER** **DAILY**

Effect: You take ongoing 5 damage (save ends). This damage can't be reduced in any way. At the end of your turn, you can choose not to make a saving throw against this ongoing damage. Whenever you take the ongoing damage, an ally within 5 squares of you regains 15 hit points.

ADDITIONAL EFFECTS

CLASS: Cleric

LEVEL	6	BOOK	DP
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UTILITY POWER

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KEYWORDS Divine, Healing

STANDARD ACTION	RANGE	DAILY
Standard	Melee touch	<input checked="" type="checkbox"/>

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ADDITIONAL EFFECTS

CLASS: Cleric

LEVEL	2	BOOK	DP
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UTILITY POWER

Symbol of the Holy Nimbus +2

DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		9	+1d6 damage per plus
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES

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AT-WILL **ENCOUNTER** **DAILY**

POWER

Rarity: Common

ITEM SLOT	Off-hand	WEIGHT	0	PRICE	4200	BOOK	AI/2
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MAGIC WEAPON

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KEYWORDS Divine, Healing

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Minor	Personal	<input checked="" type="checkbox"/>

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Effect: You take ongoing 5 damage (save ends). This damage can't be reduced in any way. At the end of your turn, you can choose not to make a saving throw against this ongoing damage. Whenever you take the ongoing damage, an ally within 5 squares of you regains 15 hit points.

ADDITIONAL EFFECTS

CLASS: Cleric

LEVEL	6	BOOK	DP
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UTILITY POWER

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CLASS: Cleric

LEVEL	2	BOOK	DP
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UTILITY POWER

Healing Word

KEYWORDS Healing

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ADDITIONAL EFFECTS

CLASS: Cleric

LEVEL		BOOK	PH
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UTILITY POWER

Stream of Life

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MINOR ACTION	RANGE	DAILY
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Effect: You take ongoing 5 damage (save ends). This damage can't be reduced in any way. At the end of your turn, you can choose not to make a saving throw against this ongoing damage. Whenever you take the ongoing damage, an ally within 5 squares of you regains 15 hit points.

ADDITIONAL EFFECTS

CLASS: Cleric

LEVEL	6	BOOK	DP
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UTILITY POWER