

Quinn(Half-elf cleric)

lvl 26

Companion Character

Leader

Ability scores

Str:13 Con:14

Dex:11 Int:10

Wis:16 Cha:16

HP: 151

AC: 41

Bloodied: 75

Fort: 39

Surge Value: 37

Ref: 37

Surges: 9

Will: 41

Healing Word :(Leader class feature) three times
an encounter-minor action. Spend a healing surge..

Powers:

At Will:

Lance of Faith

Sacred Flame

Encounter:

Enthral(lvl 17)

Healing Torch(lvl 23)

Utility:

Mass Cure light wounds(lvl 10)

Spirit of Health(lvl 22)

Melee Basic Attack: +32 vs AC ;1d8+14

Ranged Basic Attack: +32 vs AC;1d8+13

Attack Bonus: +30

(Wisdom attacks) Damage Bonus:+16

Skills:

Acrobatics: +14

Arcana: +18(trained)

Athletics: +13

Bluff:16(trained)

Diplomacy:18

Dungeoneering: 16

Endurance: 14

Heal: 16

History:13

Insight:18

Intimidate: 16

Nature:16

Religion:18(trained)

Stealth:12

Streetwise:16

Tievery:12

Equipment:

Chain Mail,mace,crossbow,divine medalion(implement)