

## Conrad

## Level 11 Defender

Medium natural humanoid XP -

**Initiative** +4 **Senses Perception** +7

**HP** 89; **Bloodied** 44; **Surge Value** 22; **Healing Surges** 11

**AC** 28; **Fortitude** 25, **Reflex** 23, **Will** 27

**Speed** 5

**[MBA] Bastard sword** (standard; at-will) ♦ **Weapon**

+18 vs. AC; 1d10 + 5 damage.

**[MBA] Virtuous Strike** (standard; at-will) ♦ **Divine, Radiant, Weapon**

+18 vs. AC; 1d10 + 9 radiant damage, and Conrad gains a +2 bonus to saving throws until the start of his next turn.

**[M] Ardent Strike** (standard; at-will) ♦ **Divine, Weapon**

+18 vs. AC; 1d10 + 9 damage, and the target is subject to Conrad's divine sanction until the end of Conrad's next turn. *Special:* When charging, Conrad can use this power instead of a melee basic attack.

**[M] Blade of Light** (standard; encounter) ♦ **Divine, Radiant, Weapon**

+18 vs. AC; 3d10 + 9 radiant damage, and until the end of his next turn, Conrad gains a +2 bonus to all defenses against fear or necrotic effects. *Special:* When charging, Conrad can use this power instead of a melee basic attack.

**[M] Valorous Smite** (standard; encounter) ♦ **Divine, Weapon**

+18 vs. AC; 2d10 + 9 damage, and each enemy within 3 squares of Conrad is subject to his divine sanction until the end of his next turn.

**[C] Wrath of the Gods** (minor; daily) ♦ **Divine**

Close burst 1; Conrad and allies in the burst gain a +4 bonus to damage rolls until the end of the encounter.

**Divine Challenge**

When Conrad hits an enemy with a melee basic attack, he marks that target until the end of his next turn.

**Divine Sanction**

A creature subject to Conrad's divine sanction is marked by him, and takes 10 radiant damage the first time it makes an attack that doesn't include Conrad as a target.

**Alignment** Good

**Languages** Common, Elven

**Skills** Diplomacy +17, Heal +15, Insight +15, Religion +13

**Str** 10 (+5) **Dex** 8 (+4) **Wis** 14 (+7)

**Con** 14 (+7) **Int** 10 (+5) **Cha** 19 (+9)

**Equipment** Adventurer's kit, bastard sword, heavy shield, holy symbol, plate armor