

Conrad

Level 12 Defender

Medium natural humanoid

XP -

Initiative +5 **Senses Perception** +8

HP 95; **Bloodied** 47; **Surge Value** 23; **Healing Surges** 11

AC 29; **Fortitude** 26, **Reflex** 24, **Will** 28

Speed 5

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

+19 vs. AC; 1d10 + 6 damage.

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

+19 vs. AC; 1d10 + 10 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**

+19 vs. AC; 1d10 + 10 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**

+19 vs. AC; 3d10 + 10 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**

+19 vs. AC; 2d10 + 10 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 +18, Heal +16, Insight +16, Religion +14

Str 10 (+6) **Dex** 8 (+5) **Wis** 14 (+8)

Con 14 (+8) **Int** 10 (+6) **Cha** 19 (+10)

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