

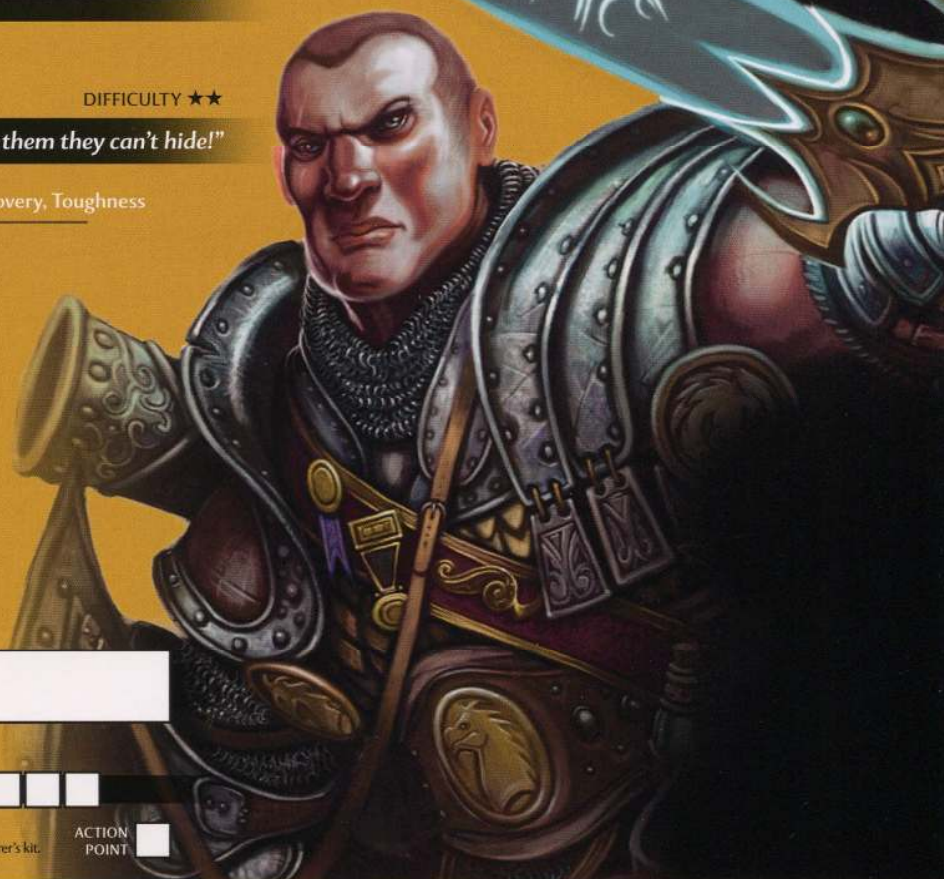
BRANDIS

DIFFICULTY ★★

"There are monsters in the darkness—we must show them they can't hide!"

FEATS

Swift Recovery, Toughness



ATTACK POWERS

Opportunity Action	Melee 1
Trigger: An enemy subject to your defender aura either shifts or makes an attack that targets an ally of yours but not you or an ally who has an active defender aura. Target: The triggering enemy Effect: The target takes 6 radiant damage.	

Standard Action	Melee weapon
Target: One creature	
Hit: 1d8 + 4 radiant damage. If at least one bloodied ally is within 5 squares of you, the target takes 3 extra radiant damage.	
Miss: You gain a +2 power bonus to your next damage roll against the target.	

Standard Action	Ranged 10/20
Target: One creature	
Attack: 1d20 + 6 vs. AC	Hit: 1d6 + 4 damage.

Standard Action	Melee weapon
Target: One creature	
Attack: 1d20 + 7 vs. AC	Hit: 1d8 + 4 damage.

Standard Action **Melee weapon**
Target: One creature
Attack: 1d20 + 7 vs. AC. You gain a bonus to the attack roll equal to the number of enemies adjacent to you.
Hit: 1d8 + 4 damage.

Free Action	Personal
Trigger: You target an enemy with an at-will weapon attack power.	
Effect: The target takes 5 radiant damage. If the triggering attack hits, the target is also dazed until the end of your next turn.	

Immediate Interrupt **Close burst 3**
Trigger: An ally within 3 squares of you is damaged by an attack.
Target: The triggering ally in the burst
Effect: You take the damage of the triggering attack instead of the target. This damage ignores your immunities and resistances. In addition, you gain a +2 power bonus to attack rolls until the end of your next turn.

UTILITY POWERS

Minor Action	Personal
Effect: You activate an aura 1 that lasts until you end it as a minor action or until you fall unconscious. While in the aura, any enemy takes a -2 penalty to attack rolls when it makes an attack that does not include among its targets either you or an ally of yours who has this aura active. Marked enemies are not subject to this aura.	

No Action	Personal
Trigger: You miss with an attack or fail a saving throw.	
Effect: You gain a +4 racial bonus to the attack roll or the saving throw.	

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.	

This character was made using the *Heroes of the Forgotten Kingdoms™* sourcebook. Use the D&D Character Builder to create and modify this character!

See **DungeonsandDragons.com**
for more information.

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