

# HALF-ELF CLERIC

Name: \_\_\_\_\_ Gender: \_\_\_\_\_

As a half-elf, you combine the best features of your human and elf bloodlines. You are charismatic, confident, and a natural leader. As a cleric, you use your prayers to heal and bolster your teammates.

Hit Points 26 \_\_\_\_\_  
Bloodied 13    Healing Surge 6    Surges Per Day 9  
Initiative +0 \_\_\_\_\_ Action Points \_\_\_\_\_

## DEFENSES

AC	Fortitude	Reflex	Will
16	12	10	15

## ATTACKS

**Melee Basic Attack:** +3 (mace)    **Damage:** 1d8+1  
**Ranged Basic Attack:** +2 (crossbow)    **Damage:** 1d8

## RACIAL TRAITS

**Height:** 5'11"    **Weight:** 160 lb.    **Size:** Medium  
**Speed:** 5 squares    **Vision:** Low-light  
**Languages:** Common, Draconic, Elven  
**Alignment:** Lawful Good

**Skill Bonus:** +2 Diplomacy, +2 Insight (already included).  
**Group Diplomacy:** You grant allies within 10 squares of you a +1 racial bonus to Diplomacy checks.

## AT-WILL POWERS

### Lance of Faith Cleric Attack 1

A brilliant ray of light sears your foe with golden radiance. Sparkles of light linger around the target, guiding your ally's attack.

**At-Will** ♦ **Divine, Implement, Radiant**

**Standard Action**                      **Ranged 5**

**Target:** One creature

**Attack:** +3 vs. Reflex

**Hit:** 1d8 + 3 radiant damage, and one ally you can see gains a +2 power bonus to his or her next attack roll against the target.

### Sacred Flame Cleric Attack 1

Sacred light shines from above, searing a single enemy with its radiance while at the same time aiding an ally with its beneficent power.

**At-Will** ♦ **Divine, Implement, Radiant**

**Standard Action**                      **Ranged 5**

**Target:** One creature

**Attack:** +3 vs. Reflex

**Hit:** 1d6 + 3 radiant damage, and one ally you can see chooses either to gain temporary hit points equal to your Charisma modifier + one-half your level or to make a saving throw.



## ENCOUNTER POWER

### Healing Strike Cleric Attack 1

Divine radiance gleams from your weapon. When you smite your enemy, your deity bestows a minor blessing in the form of healing for you or one of your allies.

**Encounter** ♦ **Divine, Healing, Radiant, Weapon**  
**Standard Action**                      **Melee weapon**

**Target:** One creature

**Attack:** +3 vs. AC

**Hit:** 2d8 + 1 radiant damage, and the target is marked until the end of your next turn. In addition, you or one ally within 5 squares of you can spend a healing surge.

## DAILY POWER

### Beacon of Hope Cleric Attack 1

A burst of divine energy harms your foes and heals your allies.

**Daily** ♦ **Divine, Healing, Implement**  
**Standard Action**                      **Close burst 3**

**Target:** Each enemy in burst

**Attack:** +3 vs. Will

**Hit:** The target is weakened until the end of its next turn.

**Effect:** You and all your allies in the burst regain 5 hit points, and your healing powers restore +5 hit points until the end of the encounter.

## CLASS FEATURES

**Channel Divinity:** You can use one of these special divine powers once per encounter.

**Healer's Lore:** When you grant healing with one of your cleric powers that has the Healing keyword, add +3 to the number of restored hit points.

**Healing Word:** Twice per encounter as a minor action, you can use the *healing word* power.

### Healing Word

Cleric Feature

*You whisper a brief prayer as divine light washes over your target, helping to mend its wounds.*

**Encounter (Special) ♦ Divine, Healing**

**Special:** You can use this power twice per encounter, but only once per round.

**Minor Action** Close burst 5

**Target:** You or one ally

**Effect:** The target can spend a healing surge and regain an additional 1d6 hit points.

### Channel Divinity: Divine Fortune

Cleric Feature

*In the face of peril, you hold true to your faith and receive a special boon.*

**Encounter ♦ Divine**

**Free Action** Personal

**Effect:** You gain a +1 bonus to your next attack roll or saving throw before the end of your next turn.

### Channel Divinity: Turn Undead

Cleric Feature

*You sear undead foes, push them back, and root them in place.*

**Encounter ♦ Divine, Implement, Radiant**

**Standard Action** Close burst 2

**Target:** Each undead creature in burst

**Attack:** +3 vs. Will

**Hit:** 1d10 + 3 radiant damage, and you can push the target 6 squares. The target is immobilized until the end of your next turn.

**Miss:** Half damage, and the target is not pushed or immobilized.

### Channel Divinity: Armor of Bahamut

Feat Power

*Bahamut protects you or a friend from devastating harm.*

**Encounter ♦ Divine**

**Immediate Interrupt** Ranged 5

**Trigger:** An enemy scores a critical hit on you or an ally

**Effect:** Turn a critical hit against you or an ally within range into a normal hit.

Ability Scores	Check Modifier	Ability Scores	Check Modifier
Str 13	+1	Int 10	+0
Con 14	+2	Wis 16	+3
Dex 11	+0	Cha 16	+3

## FEAT

**Channel Divinity: Armor of Bahamut:** You can invoke the power of your deity to use the *armor of Bahamut* power.

## GEAR

**Armor:** Chain mail.

**Weapon:** Mace, crossbow, crossbow bolts (20). Your crossbow has a range of 15/30.

**Adventurer's Kit:** This kit includes: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days worth of trail rations, 50 feet of hempen rope, and a waterskin.

**Holy symbol of Bahamut**

**Gold:** 10 gp

Skills (Ability)	Trained?	Modifier
Acrobatics (Dex)		+0
Arcana (Int)	Yes	+5
Athletics (Str)		+1
Bluff (Cha)		+3
Diplomacy (Cha)		+3
Dungeoneering (Wis)		+3
Endurance (Con)		+2
Heal (Wis)	Yes	+8
History (Int)	Yes	+5
Insight (Wis)		+3
Intimidate (Cha)		+3
Nature (Wis)		+3
Perception (Wis)		+3
Religion (Int)	Yes	+5
Stealth (Dex)		+0
Streetwise (Cha)		+3
Thievery (Dex)		+0

## 2ND LEVEL

At 2nd level, you gain the following:

**Hit Points:** Increase to 31      **Bloodied:** Increase to 15

**Healing Surge:** Increase to 7

**Level Modifier:** Because your new level is an even number, everything that includes one-half your level gets better.

Increase your attacks, defenses, initiative, and skill check modifiers by 1 point.

**Feat: Group Insight:** You grant allies within 10 squares of you a +1 racial bonus to Insight checks and initiative checks.

### Cure Light Wounds

Cleric Utility 2

*You utter a simple prayer and gain the power to instantly heal wounds, and your touch momentarily suffuses you or a wounded creature with a dim silver light.*

**Daily ♦ Divine, Healing**

**Standard Action** Melee touch

**Target:** You or one creature

**Effect:** The target regains hit points as if it had spent a healing surge.

## 3RD LEVEL

At 3rd level, you gain the following:

**Hit Points:** Increase to 36      **Bloodied:** Increase to 18

**Healing Surge:** Increase to 9

### Daunting Light

Cleric Attack 3

*A burning column of light engulfs your foe. Its brilliance burns and hinders your foe's defense for a short time.*

**Encounter ♦ Divine, Implement, Radiant**

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** +4 vs. Reflex

**Hit:** 2d10 + 3 radiant damage.

**Effect:** One ally you can see gains combat advantage against the target until the end of your next turn.