

PRIEST'S SHIELD



At-Will — Divine, Weapon

Standard Action

Melee weapon

Target: One creature
Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage and you and one adjacent ally gain a +1 power bonus to AC until the end of your next turn.

You utter a minor defensive prayer as you attack with your weapon.



Cleric Attack - 1st

Daniel Rivera

SACRED FLAME



At-Will — Divine, Implement, Radiant

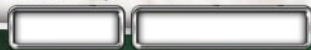
Standard Action

Ranged 5

Target: One creature
Attack: Wisdom vs. Reflex

Hit: 1d6 + Wisdom modifier radiant damage, and one ally you can see chooses either to gain temporary hit points equal to Charisma modifier + 1/2 your level or to make a saving throw.

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



Cleric Attack - 1st

Daniel Rivera

HEALING WORD



Encounter (x2) — Divine, Healing

Minor Action

Close Burst 5

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

Target: You or one ally

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

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



Cleric Feature - 1st

Daniel Rivera

BEACON OF HOPE



Daily — Divine, Healing, Implement

Standard Action

Close Burst 3

Target: Each enemy in burst
Attack: Wisdom 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.

A burst of divine energy harms your foes and heals your allies. The radiant energy lingers around your holy symbol and improves your healing powers for the rest of the battle.



Cleric Attack - 1st

Daniel Rivera

CD: DIVINE FORTUNE



Encounter — Divine

Free Action

Personal

Special: You can use one and only one Channel Divinity power per encounter.

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

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



Cleric Feature - 1st

Daniel Rivera

CD: TURN UNDEAD I



Encounter — Divine, Implement, Radiant

Standard Action

Close Burst 2

Special: You can use one and only one Channel Divinity power per encounter.

Target: Each undead creature in burst
Attack: Wis vs. Will

Hit: 1d10 + Wis radiant damage, and you push the target 3 + Charisma modifier in squares. The target is immobilized until the end of your next turn.

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

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



Cleric Feature - 1st

Daniel Rivera

HEALING WORD



Encounter (x2) — Divine, Healing

Minor Action

Close Burst 5

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

Target: You or one ally

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

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



Cleric Feature - 1st

Daniel Rivera

DWARVEN RESILIENCE



Special

Minor Action

Personal

Special: Use your Second Wind as a Minor Action

Effect: Second Wind uses 1 healing surge to heal you 25% of your maximum hit points. You also gain +2 to all defenses until the end of your next turn.



Dwarven Racial Power -

Daniel Rivera