

Priest

"Have no fear for Melora's grace shall protect us!"

CLASS TRAITS

Role: Leader. You lead by empowering your allies with your prayers, using powers that heal and aid your allies, allowing them to dispatch your foes.

Power Source: Divine. You channel divine power according to the tenets of a god, faith or force of philosophy.

Key Abilities: Wisdom, Charisma, Intelligence

Armor Proficiencies: Cloth

Weapon Proficiencies: Dagger, Quarterstaff

Implement: Holy Symbol, Staff

Bonus to Defense: +2 Will

Hit Points at 1st Level: 12 + Constitution Score

Hit Points per Level Gained: 5

Healing Surges per Day: 7 + Constitution Modifier

Trained Skills: Religion. From the class skills list below, choose four more trained skills at 1st level.

Class Skills: Arcana (Int), Bluff (Cha), Diplomacy (Cha), Heal (Wis), History (Int), Insight (Wis), Intimidate (Cha), Nature (Wis), Religion (Int), Streetwise (Cha)

Build Options: Devoted Priest, Smiting Priest

Priests are leaders of communities who are invested with divine power. Whether that community is a kingdom or a band of adventurers is irrelevant. They use their powers to uphold and support those under their care while promoting the tenets of their particular religion. Priests run the spectrum of motivations, from humble village pastors to evil inquisitors serving dark powers.

Priest Class Features

Priests are divine casters who wield radiant energy in battle. They are not proficient in melee, so they tend to use their powers from a distance, searing their foes with radiant energy and supporting their allies.

Armor of Faith

When using a power that has the Radiant keyword, the priest is enveloped in divine radiance, giving him concealment against his foes until the end of his next turn. The light he is

emitting however means that he cannot use Stealth for the duration. The priest provides light up to 10 squares away.

Channel Divinity

Priests can use the Channel Divinity class feature in the same manner that clerics do. However, Priests may make multiple uses of their Channel Divinity power per encounter equal to their Intelligence modifier. They are limited to one Channel Divinity effect per round however. *See PHB page 61.*

Healer's Lore

Priests can use the Healer's Lore class feature in the same manner that clerics do. *See PHB page 61.*

Healing Spell

Priests can convert the damaging power of their spells into healing energy for their allies instead. As a free action, whenever the Priest cast a prayer from their powers list that attacks using Wisdom, they may opt to reduce the rolled damage (+ Wisdom modifier) of a power to zero. All other spell effects remain the same (including the need to make an attack roll if the spell has another effect on a hit). If the power does not do damage, then you cannot use this ability with that prayer.

Make the following changes when you use this power:

- Add the **Healing** keyword to the power
- Add **Secondary Target:** you or ally with the same target parameters of the original prayer. If the power is an area or close effect, it affects you or allies in the same area as the primary attack.
- The power gains an effect in addition to whatever effects the power might have.
 - **Effect:** Secondary targets that you can see heals hit points equal to the priest's level
 - Level 1-6 3 hit points
 - Level 7-12 4 hit points
 - Level 13-18 5 hit points
 - Level 19-24 6 hit points
 - Level 25-30 7 hit points
- The range of the prayer remains unchanged. If the spell requires Melee touch for example, then you'll still need to touch your ally. Likewise, if the spell is an area or close prayer, it affects all allies within the power's effect.
- You may not reduce the damage of sustain effects, nor can you heal using this ability with sustain actions or ongoing effects.
- This power may not be used with Conjurations.

Example: You may apply this spell to *seal of warding* (PHB pg 68). This ability changes the prayer to the following:

Daily * Divine, Healing, Implement, Radiant, Zone

Standard Action Close burst 3

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: The target is slowed until the end of your next turn

Secondary Target: You and each ally in burst

Effect: The burst creates a zone of difficult terrain that grants cover to you and your allies against ranged attacks until the end of your next turn. You and each ally in the area heal 5 hit points.

Sustain Minor: The zone persists.

Healing Word

Priests can use the Healing Word class feature in the same manner that clerics do. See PHB page 61.

Ritual Caster

You gain the Ritual Caster feat (see PHB page 200) as a bonus feat. You also possess a ritual book, and it contains three rituals you have mastered: The Gentle Repose ritual and two other 1st-level rituals of your choice.

At 5th level, and again at 11th, 15th, 21st, and 25th level, you master two more rituals that you place in your ritual book. These rituals must be of a level that you can cast when you get them.

In addition, you have a store of divine power that you can use as a ritual component instead of traditional components. You gain a reserve equal to one twentieth the value of a magic item of your level for the purpose of casting rituals per day. This pool of divine energy is renewed as a daily power after a long rest. Each time you draw upon this reserve, you lose a healing surge.

Priest Powers

Your priest powers are called prayers. All cleric powers may be used by you as normal. In addition, you may use Intelligence instead of Strength for powers that attack using Strength. You have learned to wield Radiant Energy to great effect in smiting your foes. Add the Radiant keyword to these modified powers that formerly used Strength.

Channel Divinity Feats

Corellon's Touch [Divinity]

Prerequisite: Channel Divinity class feature, must worship Corellon.

Benefit: You can invoke divine power to use *Corellon's touch*

Channel Divinity: Corellon's Touch Feat Power

Corellon's power allows you to perform minor feats of magic.

Encounter * Divine

Free Action

Personal

Target: Personal

Effect: You gain the use of a wizard cantrip. Activate the cantrip as normal (Standard Action for Ghost Sound, Minor for Mage Hand, etc). The effect lasts until you no longer sustain the cantrip or for the listed duration of the effect.

Special: You must take the Corellon's touch feat to use this power.

Moradin's Creation [Divinity]

Prerequisite: Channel Divinity class feature, must worship Moradin.

Benefit: You can invoke divine power to use *Moradin's Creation*.

Channel Divinity: Moradin's Creation Feat Power

You empower your creation with Moradin's inspiration.

Encounter * Divine

Minor Action

Personal

Effect: A power you create with the Conjuraction keyword gains +2 to hit and damage.

Special: You must take the Moradin's Creation feat to use this power.

Raven Queen's Mercy [Divinity]

Prerequisite: Channel Divinity class feature, must worship the Raven Queen.

Benefit: You can invoke divine power to use *Raven Queen's Mercy*.

Channel Divinity: Sehanine's Trickery Feat Power

You call upon the Raven Queen for mercy upon a fallen ally.

Encounter * Divine

Immediate Interrupt

Ranged 10

Trigger: An ally rolls a death saving throw.

Target: Ally rolling a death saving throw.

Effect: You ally gains a +5 bonus to one death saving throw.

Special: You must take the Raven Queen's Mercy feat to use this power.

Sehanine's Trickery [Divinity]

Prerequisite: Channel Divinity class feature, must worship Sehanine.

Benefit: You can invoke divine power to use *Sehanine's Trickery*.

Channel Divinity: Sehanine's Trickery Feat Power

Sehanine's power distracts your foe at a critical moment.

Encounter * Divine

Immediate Interrupt

Ranged 5

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

Target: You or ally that is hit with a critical attack.

Effect: The target takes half the damage of the critical hit. An enemy adjacent to the target or the attacker takes the rest of the damage.

Special: You must take the Sehanine's Trickery feat to use this power.