

CASCADE OF LIGHT

DAILY

Target: One creature

STANDARD ACTION

HIT: 3d8 + WIS radiant damage, and the target gains vulnerability 5 to all your attacks (*save ends*).


RANGED 10

MISS: Half damage, and the target gains no vulnerability.

WIS vs. WILL

A burst of divine radiance sears your foe.

DIVINE, IMPLEMENT, RADIANT
CLERIC ATTACK 1



CAUSE FEAR

Target: One creature

STANDARD ACTION


HIT: The target moves its speed + 2 squares away from you. The fleeing target avoids unsafe squares and difficult terrain if it can. This movement provokes opportunity attacks.

RANGED 10

WIS vs. WILL

Your holy symbol ignites with the fury of your god. Uncontrollable terror grips your enemy, causing him to instantly recoil.

DIVINE, FEAR, IMPLEMENT
CLERIC ATTACK 1



CHANNEL DIVINITY

TURN UNDEAD

Target: Each undead creature in burst

STANDARD ACTION

HIT: 1d10 + WIS radiant damage, and you push the target 5 squares. The target is immobilized until the end of your next turn.

CLOSE BURST 2


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

WIS vs. WILL

Special: You can use divine fortune, power of Amaunator, or turn undead once per encounter, but only one of them per encounter.

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

DIVINE, IMPLEMENT, RADIANT
CLERIC FEATURE



CHANNEL DIVINITY

POWER OF AMAUNATOR

Trigger: You hit an enemy with a power with the radiant keyword.

FREE ACTION


Effect: Your power deals an extra 1d10 radiant damage to all targets hit by the power used. If a power deals half damage on a miss, you deal half of the extra damage as well.

PERSONAL

Special: You can use divine fortune, power of Amaunator, or turn undead once per encounter, but only one of them per encounter.

Your prayer to Amaunator creates a white-hot surge of radiance.

DIVINE, RADIANT
CLERIC FEAT POWER



CHANNEL DIVINITY

DIVINE FORTUNE

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


FREE ACTION

PERSONAL

Special: You can use divine fortune, power of Amaunator, or turn undead once per encounter, but only one of them per encounter.

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

DIVINE
CLERIC FEATURE



HEALING WORD

ENCOUNTER

Target: You or one ally

MINOR ACTION

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

CLOSE BURST 5

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

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

DIVINE, HEALING
CLERIC FEATURE



LANCE OF FAITH

AT-WILL

Target: One creature

STANDARD ACTION


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

RANGED 5

WIS vs. REFLEX

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

DIVINE, IMPLEMENT, RADIANT
CLERIC ATTACK 1



PRIEST'S SHIELD

AT-WILL

Target: One creature

STANDARD ACTION

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

MELEE WEAPON

MELEE vs. AC

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

DIVINE, WEAPON
CLERIC ATTACK 1



SACRED FLAME

AT-WILL

Target: One creature

STANDARD
ACTION

Hit: 1d6 + WIS radiant damage, and one ally you can see chooses either to gain 2 temporary hit points or to make a saving throw.

RANGED 5

WIS vs.
REFLEX

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

DIVINE, IMPLEMENT, RADIANT
CLERIC ATTACK 1