

### Divine Fortune

Divine



**Action:** Free **Range:** Personal

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

**Effect:** You gain a CHA-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

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### Turn Undead

Divine, Implement, Radiant



**Action:** Standard **Range:** Close (*Burst 2*)

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

**Target:** Each undead creature in burst

**Attack:** WIS vs. WIL

**Hit:** 1d10 + WIS radiant damage, and you push the target 5 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

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### Healing Word

Divine, Healing



**Action:** Minor **Range:** 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+WIS HP.

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

Cleric Feature

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### Lance of Faith

Divine, Implement, Radiant



**Action:** At-will **Range:** 5

**Target:** One creature

**Attack:** WIS vs. REF

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

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

Cleric Attack 1

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### Priest's Shield

Divine, Weapon



**Action:** Standard **Range:** Melee (*Weapon*)

**Target:** One creature

**Attack:** Melee vs. AC

**Hit:** 1(W)+STR damage and you and one adjacent ally gain a CHA 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 1

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### Sacred Flame

Divine, Implement, Radiant



**Action:** Standard **Range:** 5

**Target:** One creature

**Attack:** WIS vs. REF

**Hit:** 1d6+WIS radiant damage, and one ally you can see chooses either to gain 2 temporary HP 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 1

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### Cause Fear

Divine, Fear, Implement



**Action:** Standard **Range:** 10

**Target:** One creature

**Attack:** WIS vs. WIL

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

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

Cleric Attack 1

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### Power of Amaunator

Divine, Radiant



**Action:** Free **Range:** Personal

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

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

**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.

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

Cleric Feat Power

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### Cascade of Light

Divine, Implement, Radiant



**Action:** Standard **Range:** 10

**Target:** One creature

**Attack:** WIS vs. WIL

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

**Miss:** Half damage, and the target gains no vulnerability.

*A burst of divine radiance sears your foe.*

Cleric Attack 1

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