

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

Quindia Studios

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

Quindia Studios

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

Quindia Studios

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. Sparkles of light linger around the target, guiding your ally's attack

Cleric Attack 1

Quindia Studios

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

Quindia Studios

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

Quindia Studios

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

Quindia Studios