

# HALF-ELF CLERIC

Name: \_\_\_\_\_ Gender: \_\_\_\_\_

As a half-elf you combine the best features of your human and elf bloodlines. You are charismatic, confident, and a natural leader. As a cleric, you use your prayers to heal and bolster your teammates.

**Hit Points:** 26      **Current HP:** \_\_\_\_\_  
**Bloodied:** 13      **Healing Surge:** 6      **Surges Per Day:** 9  
**Initiative:** +0      **Second Wind** ☐      **Action Points:** \_\_\_\_\_

## DEFENSES

<b>AC</b>	<b>Fortitude</b>	<b>Reflex</b>	<b>Will</b>
16	12	10	15

## ATTACKS

**Melee Basic Attack:** +3 (Mace)      **Damage:** 1d8+1  
**Ranged Basic Attack:** +2 (Crossbow)      **Damage:** 1d8

## RACIAL TRAITS

**Height:** 5' 11"      **Weight:** 160 lb.      **Size:** Medium  
**Speed:** 5 squares      **Vision:** Low-Light  
**Languages:** Common, Draconic, Elven  
**Alignment:** Lawful Good

**Skill Bonus:** +2 Diplomacy, +2 Insight (already included).  
**Group Diplomacy:** You grant allies within 10 squares of you a +1 racial bonus to Diplomacy checks.

## AT-WILL POWERS

### Lance of Faith Cleric Attack 1

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

**At-Will ♦ Divine, Implement, Radiant**  
**Standard Action**      **Ranged 5**

**Target:** One creature  
**Attack:** +3 vs. Reflex

**Hit:** 1d8 +3 radiant damage, and one ally you can see gains a +2 power bonus to his or her next attack roll against the target.

### Sacred Flame Cleric Attack 1

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

**At-Will ♦ Divine, Implement, Radiant**  
**Standard Action**      **Ranged 5**

**Target:** One creature  
**Attack:** +3 vs. Reflex

**Hit:** 1d6 +3 radiant damage, and one ally you can see chooses either to gain temporary hit points equal to your Charisma modifier + one-half your level or to make a saving throw.

## ENCOUNTER POWERS

### Bolstering Strike Paladin Attack 1

You attack your foe without mercy or reprieve, and your accuracy is rewarded with a divine gift of vigor.

**Encounter ♦ Divine, Weapon**

**Standard Action**      **Melee weapon**

**Target:** One Creature  
**Attack:** +5 vs. AC

**Hit:** 1d8 +3 damage, and you gain 3 temporary hit points.



### Healing Strike

Cleric Attack 1

Divine radiance gleams from your weapon. When you smite your enemy, your deity bestows a minor blessing in the form of a healing for you or one of your allies.

**Encounter ♦ Divine, Healing, Radiant, Weapon**  
**Standard Action**      **Melee weapon**

**Target:** One Creature  
**Attack:** +3 vs. AC

**Hit:** 2d8 +1 radiant damage, and the target is marked until the end of your next turn. In addition, you or one ally within 5 squares of you can spend a healing surge.

## DAILY POWERS

### Beacon of Hope

Cleric Attack 1

A burst of divine energy harms your foes and heals your allies.

**Daily ♦ Divine, Healing, Implement**

**Standard Action**      **Close burst 3**

**Target:** Each enemy in burst  
**Attack:** +3 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.

## CLASS FEATURES

**Channel Divinity:** You can use one of these special divine powers once per encounter.

**Healer's Lore:** When you grant healing with one of your cleric powers that has the Healing keyword, add +3 to the number of restored hit points.

**Healing Word:** Twice per encounter as a minor action, you can use the healing word power.

Healing Word

Cleric Feature

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

Encounter (Special) ♦ Divine, Healing

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

Minor Action

Close burst 5

Target: You or one ally

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

Channel Divinity: Divine Fortune

Cleric Feature

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

Encounter ♦ Divine

Free Action

Personal

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

Channel Divinity: Turn Undead

Cleric Feature

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

Encounter ♦ Divine, Implement, Radiant

Standard Action

Close burst 2

Target: Each undead creature in burst

Attacks: +3 vs. Will

Hit: 1d10 +3 radiant damage, and you can push the target 6 squares. The target is immobilized until the end of your next turn.

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

Channel Divinity: Armor of Bahamut

Feat Power

Bahamut protects you or a friend from devastating harm.

Encounter ♦ Divine

Immediate Interrupt

Ranged 5

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

Effect: Turn a critical hit against you or an ally within range into a normal hit.

Ability Scores		Check Modifier
Str	13	+1
Con	14	+2
Dex	11	+0

Ability Scores		Check Modifier
Int	10	+0
Wis	16	+3
Cha	16	+3

**FEATS**  
**Channel Divinity: Armor of Bahamut:** You can invoke the power of your deity to use the *Armor of Bahamut* power

**GEAR**  
**Armor:** Chain mail  
**Weapon:** Mace, crossbow, crossbow bolts (20). Your crossbow has a range of 15/30.  
**Adventurer’s Kit:** This kit includes a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days worth of trail rations, 50ft of hempen rope, and a waterskin.  
**Holy symbol of Bahamut**  
**Gold:** 10 gp

Skills	(Ability)	Trained?	Modifier
Acrobatics	(Dex)		+0
Arcana	(Int)	Yes	+5
Athletics	(Str)		+1
Bluff	(Cha)		+3
Diplomacy	(Cha)		+5
Dungeoneering	(Wis)		+3
Endurance	(Con)		+2
Heal	(Wis)	Yes	+8
History	(Int)	Yes	+5
Insight	(Wis)		+5
Intimidate	(Cha)		+3
Nature	(Wis)		+3
Perception	(Wis)		+3
Religion	(Int)	Yes	+5
Stealth	(Dex)		+0
Streetwise	(Cha)		+3
Thievery	(Dex)		+0

**2<sup>ND</sup> LEVEL**  
At 2<sup>nd</sup> level you gain the following:

**Hit Points:** Increase to 31      **Bloodied:** Increase to 15  
**Healing Surge:** Increase to 7  
**Level Modifier:** Because your new level is an even number everything that includes one-half your level gets better. Increase your attacks, defenses, initiative, and skill check modifiers by 1 point.  
**Feat: Group Insight:** You grant your allies within 10 squares of you a +1 racial bonus to Insight checks and initiative checks.

Cure Light Wounds

Cleric Utility 2

You utter a simple prayer and gain the power to instantly heal wounds, and your touch momentarily suffuses you or a wounded creature with a dim silver light.

Daily ♦ Divine, Healing

Standard Action

Melee touch

Target: You or one creature

Effect: The target regains hit points as if it had spent a healing surge.

**3<sup>RD</sup> LEVEL**  
At 3<sup>rd</sup> level you gain the following:

**Hit Points:** Increase to 36      **Bloodied:** Increase to 18  
**Healing Surge:** Increase to 9

Daunting Light

Cleric Attack 3

A burning column of light engulfs your foe. Its brilliance burns and hinders your foe’s defense for a short time.

Encounter ♦ Divine, Implement, Radiant

Standard Action

Ranged 10

Target: One creature

Attacks: +4 vs. Reflex

Hit: 2d10 +3 radiant damage.

Effect: One ally you can see gains combat advantage against the target until the end of your next turn.