

SIMPLE 1ST LEVEL CLERIC BUILDS

Dragonborn Battle Cleric of Bahamut

Your role might say “leader” but you should have no problems helping out the defender holding back the onslaught. Although your healing potential is less than other clerics, it is made up by your damage output and ability to wade through melee combat without fear of unexpected death.

Choose feats and powers that allow you to support your party’s defender in melee combat by dealing large amounts of damage or improve your party’s combat abilities, such as *Bless*, *Split the Sky*, and *Weapon of the Gods*.

You should generally use a one-handed melee weapon, such as a mace, for your attacks. Picking up proficiency with a military or superior weapon, heavier armor, and shields at later levels may be a good use of your feats, as is expanding the area and improving the damage of your dragon breath attack.

At higher levels, consider multiclassing into Fighter or Paladin to pick up either Combat Challenge or Divine Challenge ability as to be able to act as a secondary defender.

Str: 18 Con: 14
Dex: 8 Int: 12
Wis: 11 Cha: 16

At-Will Powers: *Priest’s Shield*, *Righteous Brand*
Encounter Power: *Healing Strike*
Daily Power: *Avenging Flame*

Feat: *Armor of Bahamut*
Skills: *Arcana*, *Diplomacy*, *History*, *Religion*

Dwarf Battle Cleric of Moradin

What you lack in raw power, you make up versatility and durability. Melee and ranged combat are both within your arsenal. Don’t be afraid to mix it up and utilize powers from both side of the coin. Because of your duel focus, you’ll never be out of range for an attack and always about to get in a position that will benefit another adventurer.

Don’t worry about putting yourself in harms way, your hit point and heal surge values will be high enough to keep you alive through thick and thin.

Make use of your Dwarven Weapon Proficiency and use a warhammer to channel your melee attacks. Additionally, don’t be afraid of spending your feats to improve your already considerable defenses; gain proficiency with plate armor and heavy shields is completely attainable and well within your grasp.

When choosing powers, make sure to take advantage of both melee and ranged attacks. Since your charisma is negligible, choose powers that do not rely on it for secondary effects.

Str: 16 Con: 16
Dex: 8 Int: 13
Wis: 16 Cha: 10

At-Will Powers: *Lance of Faith*, *Righteous Brand*
Encounter Power: *Wrathful Thunder*
Daily Power: *Avenging Flame*

Feat: *Dwarven Weapon Training*
Skills: *Arcana*, *Heal*, *Insight*, *Religion*

Human Devoted Cleric of Pelor

You are the paragon of protection and healing. Every action you take should directly benefit other members of your party in some way, whether it is through healing, temporary healing, or bonus to attack rolls or defenses.

Move around the battlefield and position yourself directly in the center of your party. Constantly be checking to make sure that every party member is within 5 squares of you, so that little effort is expended when one of them requires you to make use of *healing words*.

Choose feats and wisdom-based powers that allow you to further empower your allies. Make use of your high Charisma score by taking powers such as *divine aid*, *command*, and *consecrated ground*. Don't worry too much about your weapons or armor, as you won't be forced into melee nearly as often as battle clerics.

Str: 10 Con: 12
Dex: 10 Int: 10
Wis: 18 Cha: 16

At-Will Powers: *Lance of Faith*, *Righteous Brand*, *Sacred Flame*

Encounter Power: *Divine Glow*

Daily Power: *Beacon of Hope*

Feats: *Human Perseverance*, *Pelor's Radiance*

Skills: *Arcana*, *Diplomacy*, *Heal*, *Insight*, *Religion*

Elf Devoted Cleric of Corellon

Your healing abilities are second to none, but you won't be getting much in the way of secondary effects from your charisma modifier. Instead of focusing on boosting your allies or supporting your defender, choose powers that allow you to control the battlefield and hamper foes.

You won't have the raw area damage of a wizard, but your ability to heal massive damage on the side more than makes up for that. Powers that hinder and impede against your foes, such as *split the sky*, *consecrated ground*, and *searing light* will be your most powerful weapons, while you can use your at-will powers to increase the combat potential of your allies.

Despite your high wisdom score, your defenses and hit points are meager at best, and you do not meet the prerequisites to pick up proficiency with higher-grade armors. Instead focus on maneuverability to state out of harm's way; consider picking up Corellon's Grace to increase your already impressive maneuverability.

Str: 10 Con: 10
Dex: 13 Int: 10
Wis: 20 Cha: 13

At-Will Powers: *Lance of Faith*, *Sacred Flame*

Encounter Power: *Divine Glow*

Daily Power: *Guardian of Faith*

Feat: *Astral Fire*

Skills: *Diplomacy*, *Heal*, *Insight*, *Religion*