

Class/Race Features:

Low-Light Vision

Blood Hunt: You gain a +1 racial bonus to attack rolls against bloodied foes.

Fire Resistance

Channel Divinity

Healer's Lore: When you grant healing with one of your cleric powers that has the healing keyword, add your Wisdom modifier (4) to the hit points the recipient regains.

Healing Word

Powers:**A-W**

Lance of Faith	Implement, Radiant	SA	Ranged: 5	One creature	+8 Vs Ref	Hit: 1d8 + 6 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	Implement, Radiant	SA	Ranged: 5	One creature	+8 Vs Ref	Hit: 1d6 + 6 radiant damage, and one ally you can see chooses either to gain 5 temporary hit points or to make a saving throw.

Encounter:

Infernal Wrath	-	Minor	Personal	-	-	Effect: You can channel your fury to gain a +1 power bonus to your next attack roll against an enemy that hit you since your last turn. If your attack hits and deals damage, add 3 extra damage and push the target(s) 1 square.
Channel Divinity: Dvine Fortune	-	Free	Personal	You	-	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	Implement, Radiant	SA	Close: burst 2	Each undead creature in burst	+8 vs Will	Hit: 1d10 + 6 radiant damage, and you 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: Raven Queen's Blessing	Healing	Free	Ranged 10	-	-	Trigger: Your attack drops an enemy within range to 0 hit points or fewer Effect: You or an ally within 5 squares of the enemy can spend a healing surge.
Healing Word	Healing	Minor	Close: burst 5	You or one ally	-	Special: You can use this power twice per encounter, but only once per round. Effect: The target can spend a healing surge and regain an additional 1d6 hit points.

Cause Fear	Fear, Implement	SA	Ranged: 10	One creature	+9 vs Will	Hit: The target moves its speed + 3 away from you. The fleeing target avoids unsafe squares and difficult terrain if it can. This movement provokes opportunity attacks.
Cause Fear	Fear, Implement	SA	Ranged: 10	One creature	+9 vs Will	Hit: The target moves its speed + 3 away from you. The fleeing target avoids unsafe squares and difficult terrain if it can. This movement provokes opportunity attacks.

Daily:

Spiritual Weapon	Conjuration, implement	SA	Ranged: 10	One creature	+8 vs AC	Hit: 1d10 + 6 damage. Effect: You conjure a weapon that appears in the target's square and attacks. Your allies gain combat advantage against the target. You can move the weapon up to 10 squares to another enemy's square as a move action. The weapon lasts until the end of your next turn. Sustain Minor: When you sustain the power, repeat the attack. Your allies continue to gain combat advantage against the weapon's target.
Cure Light Wounds	Healing	SA	Melee: touch	You or one creature	-	Effect: The target regains hit points as if it had spent a healing surge.
Cascade of Light	Implement, Radiant	SA	Ranged: 10	One creature	+8 vs Will	Hit: 3d8 + 6 radiant damage, and the target gains vulnerability 5 to all your attacks (save ends). Miss: Half damage, and the target gains no vulnerability.
Exalted Armor	-	Minor	Personal	-	-	Until the end of your turn, each character healed by one of your encounter powers or daily powers regains additional hit points equal to 1d10 + 3.
Gloves of Piercing	-	Minor	Personal	-	-	Until the end of the encounter, your attacks ignore any resistance of 10 or lower.

Equip:

Mundane Gear

Holy Symbol +2

Exalted Chain +1

Amulet of Health +1

Gloves of Piercing:

3 Potions of Healing

10 gp