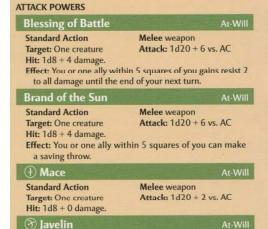


Clerics are battle leaders invested with divine power. As a cleric, you're in the middle of the fight - healing your allies while dealing out damage to your enemies. Try to use sun burst when you have 3 or more allies in range. Otherwise, use blessing of battle, unless one of your allies needs the saving throw from brand of the sun.



Attack: 1d20 + 2 vs. AC Target: One creature Hit: 1d6 + 0 damage.

Ranged 10/20

Sun Burst Encounter

Standard Action Melee weapon Attack: 1d20 + 6 vs. AC Target: One creature Hit: 1d8 + 4 radiant damage.

Effect: You and each ally within 5 squares of you gain 5 temporary hit points and can make a saving throw.

Lesser Aspect of Wrath

Standard Action

Daily Standard Action Melee weapon Attack: 1d20 + 6 vs. AC

Target: One creature Hit: 1d8 + 4 radiant damage.

Effect: You gain 10 temporary hit points. Until the end of the encounter, you gain a +1 power bonus to attack rolls, and any enemy that ends its turn adjacent to you takes 2 radiant damage.

UTILITY POWERS

Fey Step

Sun's Glow At-Will Minor Action Melee 1 Target: One object or unoccupied square Effect: The target sheds bright light that fills its space and Minor Action squares within 4 squares of it. The light lasts for 1 hour,

Encounter

Encounter

until you use this power again, or until you end the light as a free action.

Move Action Personal Effect: You teleport 5 squares.

Healing Word Encounter Minor Action Close burst 5

Target: You or one ally in burst

Effect: The target can spend a healing surge and regain 1d6 additional hit points. In addition, you or an ally in the burst regains 2 hit points.

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

Second Wind

Standard Action Personal

Effect: You spend a healing surge to regain hit points, and gain a +2 bonus to all defenses until the start of your next turn.

CHANNEL DIVINITY

You have two channel divinity powers but you are only able to use one per encounter.

Encounter

Channel Divinity: Soothing Light

Close burst 2

Target: You or one ally in the burst

Effect: The target makes a saving throw with a +2 power bonus.

Special: You can use only one channel divinity power per encounter.

Channel Divinity: Smite Undead Encounter

Standard Action Melee weapon

Target: One undead creature

Attack: 1d20 + 6 vs. Will

Hit: 2d8 + 4 radiant damage, and you push the target 5 squares. The target is immobilized until the end of your next turn.

Miss: Half damage.

Special: You can use only one channel divinity power per encounter.

> This character was made using the Heroes of the Fallen Lands™ sourcebook. Use the D&D Character Builder to create and modify this character!

See DungeonsandDragons.com for more information.

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