

Cleric

A flavorful opener

Here you'd find an overview of the class, its capabilities and so on.

Making a Cleric

This section describes how to create a cleric and covers all the stuff you should think about.

TABLE 3–6: THE CLERIC

Level	Base	–Defenses–			Class Features	Prayers
	Attack Bonus	Fortitude	Reflex	Will		
1st	+0	+0	+0	+2	Channel Divinity Healer's Lore Healing Word Ritual Casting	2 at-will, 1 encounter, 1 daily
2nd	+1	+1	+1	+3	–	1 utility
3rd	+1	+1	+1	+3	–	1 encounter
4th	+2	+2	+2	+4	–	–

And so on

Class Skills (Religion, plus three more): Arcana, Diplomacy...

Class Features

Here you get an overview of the cleric's capabilities.

Weapon, Armor, and Implement

Proficiency: You are proficient with all simple melee weapons, simple ranged weapons, light armor, and chainmail. In addition, you are proficient with holy symbols.

Channel Divinity: You can channel divine energy directly from your god. You start your career with *divine fortune* and *turn undead*.

Healer's Lore: @@

Healing Word: @@

Ritual Casting: @@

Prayers: @@

Sample Prayer: Lance of Faith

Divine, Implement, Radiant

Level: Cleric 1

Frequency: At-Will

Casting Time: Standard action

Effect: 25-foot ray

Target: One creature

Duration: Instantaneous

Attack: Wisdom

Defense: Reflex

A beam of holy light leaps from your holy symbol to scorch an enemy in range. On a hit, *lance of faith* deals 1d8 + Wisdom modifier

Abilities: Discuss the cleric's most important abilities.

Races: Highlight a few races that excel as clerics.

Alignment: Discuss alignment recommendations for the class.

Hit Points: Starting hit points, plus hit points gained each level.

Healing Surges: Starting healing surges.

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

At 21st level, the damage increases to 2d8 + Wisdom modifier radiant damage.

Sample Prayer: Righteous Brand

Divine

Level: Cleric 1

Frequency: At-Will

Casting Time: Free action

Trigger: You make a melee weapon attack

Target: One creature

Duration: Instantaneous

Your strike leaves a brand on your enemy, designating it an enemy of your faith. Until the end of your next turn, one ally within 25 feet gains a power bonus equal to your Strength modifier to all attack rolls against the target.

Sample Spell: Burning Hands

Arcane, Evocation, Fire, Implement

Level: Wizard 1

Frequency: Encounter

Casting Time: Standard action

Effect: 25-foot blast

Target: Each creature in blast

Duration: Instantaneous

Attack: Intelligence

Defense: Reflex

A cone of searing flames shoots from your fingertips. *Burning hands* deals 2d6 + Intelligence modifier fire damage to each creature you hit and half damage to each creature you miss.

Sample Exploit: Tide of Iron

Tide of Iron: Whenever you hit with a melee weapon attack while using a shield, you can choose to push the target 1 square and then shift 1 square into the square the target vacated.