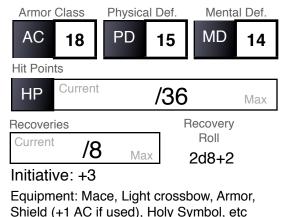
Dwarf Cleric level 2

One Unique Thing: What sets you apart from all the rest?

Icon Relationships: 3 points to spec	nd

	Ability	Modifier
STR	14	2
CON	15	2
DEX	12	1
INT	12	1
WIS	18	4
CHA	10	0



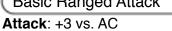


Basic Melee Attack

Attack: +4 vs. AC Hit: 2d6+2 Damage

Miss: 2

Basic Ranged Attack



Hit: 2d6+1 Damage Miss: -

Javelin of Faith / At-Will

Ranged spell

Target: One nearby enemy

Attack: +6 vs. PD

Hit: 1d6 + 4 holy damage.

Miss: 2

Heal / Special

Close-quarters spell

Special: You can use this spell

twice per battle. Quick action to cast

Target: You or one ally you are

Effect: The target can heal using

a recovery.

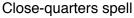
Cure Light Wounds / Daily

Ranged spell

Quick action to cast

Effect: You or a nearby ally can heal using a free recovery.

Hammer of Faith / Daily



Effect: Until the end of the battle, your basic melee attacks use d12s as their base weapon

damage dice.

Shield of Faith / Daily

Ranged spell

Quick action to cast

Effect: You can cast this spell for

power or for broad effect.

Cast for power: One nearby ally gains a +2 bonus to AC this battle.

Cast for broad effect: Three nearby creatures gain a +1 bonus to AC this battle.

Bless / Daily

Ranged spell

Quick action to cast

Effect: You can cast this spell for

power or for broad effect.

Cast for power: One nearby ally gains a +2 attack bonus this battle Cast for broad effect: Three

nearby allies gain a +1 attack.

bonus this battle

Is that your best Shot?



Once per battle as a free action after you have been hit by an enemy attack, you can heal using a recovery. If the escalation die isn't 2+, you only get half the usual healing from the recovery. Unlike other recoveries that might allow you to take an average result, you have to roll this one!

Cleric talents -

Domains: Use w/ a quick action. Only 1

invocation a day per battle.

Domain of Justice: When a critical hit drops you or an ally to 0 hp or below, you gain two attack rerolls you can give to nearby allies. The reroll is a free action this battle. Invocation of Justice - +4 This battle to the miss damage of your attacks and the attacks of your nearby allies. Domain of Protection: Once per battle, you can affect 2 additional allies when you cast a spell for broad effect. Invocation of **Protection -** This battle, critical hits against you and your nearby allies deal normal damage instead of critical damage. **Domain of Leadership:** When you attack an enemy your allies gain a +1 vs. that enemy until the start of your next turn. Invocation of leadership: Increase the

Incremental Advances

escalation die by 1.

Ability Score Bonus 4th / 7th / 10th level	Extra Magic Item
(+1 to 3 abilities) Feat: □	Power/Spell
Hit Points:	Skills (+1)