



Dwarf Cleric level 2

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

Icon Relationships: 3 points to spend

	Ability	Modifier	Armor Class	Physical Def.	Mental Def.
STR	14	2	AC 16	PD 17	MD 15
CON	15	2	Hit Points		
DEX	12	1	HP Current /36 Max		
INT	12	1	Recoveries Recovery Roll		
WIS	18	4	Current /8 Max 2d8+2		
CHA	10	0	Initiative: +3		
			Equipment: Mace, Light crossbow, Armor, Holy Symbol, etc		

Backgrounds: 8 points to spend on max. +5 in 1 skill

1st lvl: Heal Feat
2nd lvl: Domain of Leadership Feat

Basic Melee Attack

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

Basic Ranged Attack

Attack: +3 vs. AC
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 nearby
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

Close-quarters spell
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: Five nearby allies 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: Five 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 escalation die by 1.

Incremental Advances

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