

shape out the game where the cleric may be lacking in a particular play style. These powers will allow you to play the Cleric how you want to play them! When using these powers you may see both ranged and melee included in the power. This is meant for diversity of the power. If you do choose to use one of these powers with this option, please pick either ranged or melee. Once chosen, the power is permanently a melee or ranged power.

At-Will

When designing At-Will powers, what was kept in mind was the fact that player's rely on At-Wills as a backup and also as a first-strike method in any combat to test the waters. In our opinion of 4th edition, at-wills are the most important power to a character as they define what the class does best in any situation.

Divine Word Cleric Attack 1

With a single word from your god, you unleash a sting of hurt on foes and a tide of support for allies.

At-Will+ Speech, Divine, Support, Radiant,Implement Standard Action: Close Blast 3 Target:All allies and enemies within Blast Attack: Charisma vs. Will

Hit: All enemies take your charisma modifier in radiant damage. All allies are healed for your charisma modifier.

Battle Cleric: Undead take an additional 2d8 radiant damage.

Devoted Cleric: Allies may make a saving throw.

Paragon: Amounts of damage and healing are increased by a d8.

Epic: Close Blast now increased to 5.

Holy Host Cleric Attack 1

You materialize the divine essence of your belief and bestow it onto the spirit of your companion.

At-Will+Divine, Support, Implement Standard Action: Range 10 Target:One Ally within Range

Your ally gains one of the following until you take another standard action.

+4 to next attack roll

+5 to next damage roll

+4 to a defense of your choice

Battle Cleric: If an enemy strikes the ally under the effects of this power, that enemy is dazed (save ends)

Devoted Cleric:At the end of your allies' turn if they are still under the effects of this power, they regain d8+charisma modifier hit-points.

Paragon: Increase bonus to attack, damage, and defense by 2. **Epic:** This power now has an alternate range of Close Burst 5.

Blaze from Heaven Cleric Attack 1

With a rumbling shout or a resounding smash of your weapon, the enemy is smitten with flames smashing down from the sky.

At-Will+ Fire,Speech, Weapon, Divine, Implement Standard Action: Melee or Range 5 Target:All allies and enemies within Blast Attack: Strength vs. AC (Melee) or Wisdom vs. Will (Range)

Hit(Melee):Deal 1[W] damage. That enemy takes ongoing fire damage equal to your strength modifier (save ends).

Hit(Ranged): Deal d8 radiant damage. That enemy takes ongoing fire damage equal to your charisma or wisdom modifier (save ends)

Battle Cleric: Undead, Demons, and Devils take an additional ongoing 5 fire damage.

Devoted Cleric: You can heal any ally within range for d8 hit points. **Paragon:** Ongoing fire damage is increased by 10.

Epic: Power now can effect all enemies within a Close Burst 1 or a Ranged Blast of

Beacon of Conflict Cleric Attack 1

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You fill the area with your spiritual presence, making all who look away from you see nothing but a shower of burning light.

At-Will+Divine, Support, Radiant Standard Action; Close Burst 4 Target:All enemies within Burst Attack: Charisma or Strength vs. Will

Hit: Until the end of your next turn, all enemies who do not attack you take 1d6+charisma or strength modifier in radiant damage.

Battle Cleric: Enemies who attack an ally take a -2 to their attack roll.

Devoted Cleric: Allies that are attacked by an enemy are healed for d6. **Paragon:**Enemies who do not attack you are weakened until the end of your next turn.

Epic: Close Burst increased to 6.

Yawp Cleric Attack 1

A horrible cry escapes from your lungs, jerking an ally into divine action.

At-Will+ Speech, Divine, Leadership Standard Action; Range 10 Target:Ally within Range

Ally within range makes a basic ranged or melee attack against an enemy. Their damage is converted to radiant for this attack. **Battle Cleric:**If ally misses with the attack, they deal half damage.

Deveted Cleric: Ally may make a caving throw

Devoted Cleric: Ally may make a saving throw.

Paragon: Ally may critically strike with the attack from a 19-20. **Epic:** That ally gains a +4 to both the attack and damage roll.

Heroic Tier Powers

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Heroic Powers are ther first things a character is capable of and what separate him/her from the others he/she is adventuring with. When it comes to the Cleric we felt that that it was important to present a character that was particularly good at making sure that his allies stayed alive but could hold his/her own if they get separated from the party.

Encounter

When designing Encounter powers, it was important to remember that these powers were both renewable but only useable once per combat encounter.

For the cleric we felt that the roles of defender, striking, and support were important to emphasize. Also for encounters, we wanted to present some new mechanics that allowed powers to be felt long after they were spent since some combat encounters can get lengthy.

Also, we wanted to play with the fact that although heroic encounters were often replaced with paragon encounters, we thought that presenting the upgradeable options for these powers in paragon and epic were an interesting idea.

SPECIAL NOTE: Please Read

When using these powers you may see both ranged and melee included in the power. This is meant for diversity of the power. If you do choose to use one of these powers with this option, please pick either ranged or melee. Once chosen, the power is permanently a melee or ranged power.

Pulsing Heart; Cleric Attack 1

Your heartbeat is synchronized with the spirits of your comrades, each pulse comes with renewed life.

Encounter+ Implement, Healing, Support Standard Action: Close Burst 5 Target:All Allies within Burst

All allies within burst gain temporary hit points equal to your wisdom or constitution modifier. These hit points can stack with any other temporary hit points. **Sustain(Standard):** You may sustain this power with a standard action. **Battle Cleric:**Enemies within the burst take a -2 to hit any of your allies. **Devoted Cleric:** Every time you sustain this power your allies within burst get a +2 to their next saving throw.

Paragon: Allies within burst now gain damage resistance 3. **Epic:** This power now grants +10 temporary hit points.

Display of Potence Cleric Attack 3

With a quick flash of power or surprise from your weapon, the enemy is hesitant as to who to attack.

Encounter > Divine, Weapon, Implement Standard Action: Range 5 or Melee Target:One enemy within range Attack: Charisma or Strength vs. Reflex

Hit(Melee): Deal 2[W]+Strength modifier damage. If that enemy does not attack you on their turn, you may make a basic melee attack against them.

Hit(Ranged): Deal 2d8+Charisma Modifier radiant damage. If that enemy does not attack you on their turn, they take 10 ongoing radiant damage (save ends).

Battle Cleric: The enemy may not shift away from you until the end of your next turn.

Devoted Cleric: If the enemy does attack you on their turn, you may heal an ally within Range 5 for 2d6.

Paragon: If enemies do not attack you on their turn, they take an additional ongoing 10 radiant damage (save ends).

Epic: This power lasts until the end of combat.

Holy Visitation Cleric Attack 7

With the vigor of a victorious strike, you bring down the emanations of your god, making allies act in unison with the holy presence.

Hit: Deal 1[W] + Strength Modifier. All allies within close burst 2 of you may shift 1 or deal an extra +2d6 radiant damage on their next attack.

Battle Cleric: You may shift 1 before or after the attack.

Devoted Cleric: Allies get the additional choice of making a saving throw or being healed for d6+wisdom modifier.

Paragon: Allies get the additional choice of making a basic melee or ranged attack against an enemy.

Epic: This ability now can effect allies within close burst 4 of you if you hit.

Utility

Utility powers are a very unique section or every class. Utility powers are meant to not only exist for powers that allow a character to get out of a sticky situation but also powers that are useful outside of combat as well. For the Cleric, the powers that were considered most important were the ability to make sure that he could intervene in emergency situations and also be a figurehead for the divine powers representing the group in a social situation.

Blood of Divine Sacrifice Cleric Utility 2

Your allies wounds are transferred to you through a quick sacrifice of your own blood.

Encounter

Divine, Support
Immediate Reaction: Range 5
Trigger: Ally taking Damage
Target:Ally within Range

You take any damage that an ally would take.

Battle Cleric: If an enemy caused damage to your ally, that enemy is dazed (save ends).

Devoted Cleric: You may extend this effect until the end of your next turn. **Paragon:** You take only half the damage that you normally would take. **Epic:** You may extend this effect to an additional ally within range until the end of your next turn.

Muse Cleric Utility 6

You subsume the essence of your god into yourself, allowing their thoughts and motives to speak clearly through you.

Daily+ Divine, Speech Standard Action: Personal Target:Self

You gain a +10 to the next diplomacy or Knowledge roll. **Battle Cleric:** You gain a +10 to the next intimidate roll or bluff roll. **Devoted Cleric:** You gain a +10 to the next healing or religion roll. **Paragon:** This effect lasts until the end of the encounter and is renewed every round.

Epic: All beings within Close Burst 5 of you are Awed (moved to neutral standing automatically and are dazed) (save ends).

Restorative Movement Cleric Utility 10

As you heal your allies, they find themselves invigorated and move quicker.

Encounter + Divine, Leadership, Healing Standard Action: Close Burst 5 Target: Allies within Burst

All allies that have been healed by you this encounter may shift a number of squares equal to your strength or wisdom modifier.

Battle Cleric: Any ally that shifts adjacent to an enemy may make a basic melee attack.

Devoted Cleric: Any enemy that shifts adjacent to an enemy gets +2 to all defenses until the end of your next turn.

Paragon: Any allies within the burst that have not been healed by you this encounter may spend a healing surge.

Epic: For each square the allies shift, they are healed for 2d6.



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Daily Power are considered to be the most powerful of all the abilities at a characters disposal and also represent the peak of a classes efforts to make a group work.

For the cleric this meant the strongest and most persevering healing, support, and damaging effects that this class can muster. We felt that the cleric's daily powers should allow him/her to take on a divine aspect of their god and deliver righteous punishment in their name.

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Form of Wrath Cleric Attack 1

The battlefield is rocked as your physical form is suffused with the absolute wrath of your god in the face of infidels.

Daily+ Divine, Implement, Weapon, Radiant Standard Action: Melee or Range 5 Target:One Enemy within melee or range Attack: Strength vs. AC (Melee) or Charisma vs. Will (Range)

Hit(Melee):Deal 2[W]+Strength radiant damage. That enemy takes ongoing 10 radiant damage(save ends).

Hit(Ranged): Deal 3d8+Charisma radiant damage. That enemy takes your Charisma modifier in radiant damage when they shift/move.

Battle Cleric: Each of your melee attacks inflicts 10 ongoing radiant damage and each of your ranged attacks causes your struck enemies to take your charisma modifier in radiant damage when they shift/move. This lasts until the end of the encounter.

Devoted Cleric: When you successfully attack an enemy you may heal any ally within Range 5 for 2d6. This effect lasts until the end of the encounter.

Paragon: Any bloodied enemy that is struck while this power is in effect must use a run move action on it's turn (save ends).

Epic: Your melee and ranged powers have a Burst 1 area while this power is in effect.

Web of Life Cleric Attack 5

You are able to connect each of your allies' life forces to your own, restoring life where it is lost.

Daily+ Divine, Healing, Support Standard Action: Close Burst 5 Target:All allies within Burst

All allies within burst are healed for 3d6+charisma modifier.

Whenever an ally within burst takes damage you may replace their lost hit-points with your own hit-points. This effect lasts until the end of the encounter. This effect lasts until the end of the encounter.

Battle Cleric: Whenever an ally is attacked by an enemy, that enemy takes your charisma modifier in radiant damage.

Devoted Cleric: As a minor action, you may grant any ally a save.

Paragon: You may replace an allies' lost hit

points with another allies' lost hit-points instead of replacing them with your own. **Epic:** The Range of this power is increased to Close Burst 10.



You don the mask of your god, becoming it's advocate on the field and granting your allies feats of divine power.

Daily+ Divine, Implement, Weapon, Leadership Standard Action: Melee or Range 5 Target:One Enemy within melee or range Attack: Strength vs. AC (Melee) or Charisma vs. Will (Range)

Hit(Melee):Deal 2[W]+Strength Modifier. If the target enemy does not attack you on their turn, they are weakened and dazed (save ends both).

Hit(Ranged): Deal 2d8+Charisma radiant damage. That enemy now takes a -4 to all defenses versus your allies' attacks.

Battle Cleric: Each of your allies within close burst 5 may shift up to your wisdom modifier as a move action. This effect lasts until the end of the encounter.

Devoted Cleric: Each of your allies within Burst 5 may spend their second wind as a free action. This effect lasts until the end of the encounter.

Paragon: This power now has a close burst 1 for melee and a burst 1 within range 5 for ranged. **Epic:** All enemies who can see you are Dazed (save ends).

Alternative Builds

Alternative Builds is a section that builds upon some of the new keywords that you saw in the powers section. These are all very optional and should be approved by your DM just like the extra powers presented. The Cleric is an interesting support role that should definitely be filled out by a secondary role such as striker, defender, or leader with a small measure of control.

The new builds presented here are **The Orator, The Crusader, and The Hand**. These alternate builds are chosen instead of a Devoted Cleric or Battle Cleric.

The Orator

The Orator is a Cleric that often uses Holy Text as an implement. As they preach from their god's commandments, divine energy often influences minds and can even cause drastic physical violence in the forms of fire from heaven, meteors, and even earthquakes.

Bonuses of the Orator:

(Excellence)When an Orator uses a power with the keyword Speech in it, all allies who can hear them within a Close Burst equal to their Charisma modifier gain a +1 bonus to all defenses and attack rolls.

(Awe of the Word) When an Orator uses a power with the keyword Radiant in it, any enemy who is struck by the power receives a -2 to any saves they would make until the Orator's next turn.

The Crusader

The Crusader is an out and out militant zealot for his/her god. They will go to the ends of the planes and plunder another gods coffers for what they need. Crusaders are often in need of friends to accomplish their goals and so make excellent support members in any group but are also feared for their expertise in weaponry. Nothing is out of a Crusader's ambition.

Bonuses of the Crusader:

(Ambition)When a Crusader uses a power with the keyword Support in it, any ally who benefits from the power gains a +2 to their next roll.

(Lethality) When the Crusader uses a power with the keyword Weapon in it, any enemy struck by that power suffers a -1 to any defense of the Crusader's choice.

The Hand

The Hand is a gifted leader and makes the absolute most of his healing and information in battle to get the highest level of efficiency. Although The Hand is often rivaled by the Warlord, a great leader will always find a way to make everyone shine.

Bonuses of the Hand

(Synergy) When the Hand uses a power with the keyword Leadership in it, any ally who benefits from it may make a save.

(**Double Dog**)When the Hand benefits from a power from a Warlord, the Hand gets a +2 to all rolls until the end of their next turn.

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