

BRAGIS BLOODSTAUNCHER

Attack Powers

Priest's Shield Cleric Attack 1

At-Will ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +17 vs. AC

Hit: 1d10+10 damage, and you and one adjacent ally gain a +1 power bonus to AC until the end of your next turn. Crit: 20+2d10+3d12 damage.

Sacred Flame Cleric Attack 1

At-Will ♦ Divine, Implement, Radiant

Standard Action Ranged 5

Target: One creature

Attack: +15 vs. Reflex

Hit: 1d6+8 radiant damage, and one ally you can see chooses either to gain 11 temporary hp or make a saving throw. Crit: 14+3d6 damage.

Awe Strike Cleric Attack 7

Encounter ♦ Divine, Fear, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +17 vs. Will

Hit: 1d10+10 damage, and the target is immobilized until the end of your next turn. Crit: 20+2d10+3d12 damage.

Battle Cry Warpriest Attack 1

Encounter ♦ Divine, Healing, Weapon

Standard Action Close burst 1

Target: Each enemy in burst

Attack: +17 vs. Fortitude

Hit: 2d10+10 damage. Crit: 30+2d10+3d12 damage.

Effect: You and each bloodied ally within 10 squares of you can spend a healing surge and regain +5 extra hp.

Channel Divinity: Turn Undead Cleric Feature

Encounter ♦ Divine, Implement, Radiant

Standard Action Close burst 5

Target: Each undead creature in burst

Attack: +15 vs. Will

Hit: 3d10+8 radiant damage, and you push the target 5 squares. The target is immobilized until the end of your next turn. Crit: 38+3d6 damage.

Miss: Target is pushed 4 squares, takes no damage, and is immobilized.

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

Healing Strike Cleric Attack 1

Encounter ♦ Divine, Healing, Radiant, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +17 vs. AC

Hit: 2d10+10 damage, and the target is marked until the end of your next turn. In addition, you or one ally within 5 squares of you can spend a healing surge and regain +5 hp. Crit: 30+2d10+3d12 damage.

Mantle of Glory Cleric Attack 13

Encounter ♦ Divine, Healing, Implement, Radiant

Standard Action Close blast 5

Target: Each enemy in blast

Attack: +15 vs. Will

Hit: 2d10+8 radiant damage. Crit: 28+3d6 damage

Effect: Allies in the blast can spend a healing surge and heal an extra +5 hp.

Beacon of Hope Cleric Attack 1

Daily ♦ Divine, Healing, Implement

Standard Action Close burst 3

Target: Each enemy in burst

Attack: +15 vs. Will

Hit: Target is weakened until the end of its next turn.

Effect: You and all your allies in the burst regain 10 hp, and your healing powers restore +5 hp until the end of the encounter.

Divine Power Cleric Attack 9

Daily ♦ Divine, Healing, Radiant, Weapon

Standard Action Close burst 2

Attack: +17 vs. Fortitude

Hit: 2d10+10 radiant damage, and you push the target 1 square. Crit: 30+2d10+3d12 radiant damage.

Effect: Until the end of the encounter, you gain regeneration 5, and you and each ally within the burst gain a +2 power bonus to AC.

Weapon of the Gods Cleric Attack 5

Daily ♦ Divine, Radiant, Weapon

Minor Action Melee touch

Target: One held weapon

Effect: Until the end of the encounter, all attacks made with the weapon deal an extra 1d6 radiant damage. When the weapon hits an enemy, the enemy takes a -2 penalty to AC until the end of the weapon wielder's next turn.

Utility and Item Powers

Channel Divinity: Divine Fortune Cleric Feature

Encounter ♦ Divine

Free Action Personal

Effect: You gain a +1 bonus to your next attack roll or saving throw before the end of your next turn.

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

Healing Word Cleric Feature

Encounter (Special) ♦ Divine, Healing

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

Minor Action Close burst 10

Target: You or one ally

Effect: The target can spend a healing surge and regain an additional 3d6+5 hit points.

Shielding Word Cleric Utility 10

Encounter ♦ Divine

Immediate Interrupt Ranged 5

Trigger: An ally in range is hit by an attack.

Effect: The ally gains a +4 power bonus to AC until the end of your next turn.

Cure Light Wounds Cleric Utility 2

Daily ♦ Divine, Healing

Standard Action **Melee** touch

Target: You or one creature

Effect: The target regains hit points as if it had spent a healing surge, plus an extra 5 hp.

Cure Serious Wounds Cleric Utility 6

Daily ♦ Divine, Healing

Standard Action **Melee** touch

Target: You or one creature

Effect: The target regains hit points as if it had spent two healing surges, plus an extra 5 hp.

Battle Favor Warpriest Utility 12

Daily ♦ Divine, Healing

Free Action **Personal**

Trigger: You roll a natural 20 when making a melee attack.

Effect: Regain hp as if you had spent two healing surges and gain +5 additional hp, or recover one daily power you have already used. Once you use this power, you cannot recover it except by taking an extended rest.

Cloak of Survival +3 Level 14

Property: Gain +3 item bonus to Endurance checks. Gain resist 5 cold and resist 5 fire.

Exalted Chainmail +3 Level 15

Power (Daily ♦ Healing): Minor Action. Until the end of your turn, each character healed by one of your encounter powers or daily powers regains additional 1d10+4 hp.

Potion of Vitality Level 15

Power (Consumable ♦ Healing): Minor Action. Drink the potion and spend a healing surge. Instead of the hp you would normally regain, you regain 25 hp and make one saving throw against an effect on you that a save can end.

Symbol of Hope +3 Level 13

Power (Daily): Immediate Reaction. You can use this power when you or an ally within 5 squares is hit by an effect a save can end. You or the ally gains a +5 power bonus to saving throws against that effect.

Class Features

Extra Damage Action: When you spend an action point to take an extra action, you also add +7 to any damage dealt by any of your standard action attacks this turn.

Warpriest's Strategy: Once per encounter, if you or an adjacent ally rolls a 1 when making a melee attack or a close attack, you can call for a reroll.

Rituals

Comprehend Languages

Time: 10 minutes

Duration: 24 hours

Component Cost: 10 gp

When beginning the ritual, choose a language you have heard or a piece of writing you have seen within the past 24 hours. Using this ritual on a language you have heard allows you to understand it when spoken for the next 24 hours and, if your Arcana check result is 35 or higher, to speak the language

fluently for the duration.

Using this ritual on a language you have seen as a piece of writing allows you to read the language for the next 24 hours and, if your Arcana check result is 35 or higher, to write the language in its native script or in any other script you know for the duration.

Using this ritual on a language you have both heard and seen as a piece of writing within the past 24 hours allows you to understand it in both forms for the next 24 hours, and an Arcana check result of 35 or higher allows you to speak and write the language.

Gentle Repose

Time: 1 hour

Duration: Special

Component Cost: 10 gp

This ritual is performed on an adjacent corpse. It quintuples the time the corpse can lie dead and still be affected by Raise Dead or a similar ritual. Gentle Repose also protects the corpse from being raised as an undead creature for 150 days.

Remove Affliction

Time: 1 hour

Duration: Instantaneous

Component Cost: 250 gp

Remove Affliction wipes away a single enduring effect afflicting the subject. The ritual can remove curses, effects such as charm or domination, and fear, confusion, insanity, polymorph, and petrification effects. All effects of the curse or other effect end.

This ritual is physically taxing to the recipient; if used on an injured character, it can even kill him or her. Upon completing this ritual, make a Heal check, using the level of the effect you are trying to remove (or the level of the creature that caused the effect) as a penalty to this check. The result indicates the amount of damage the character takes. Assuming the character survives, this damage can be healed normally.

You can use this ritual on an unwilling subject (usually, a former ally who is under some enemy's influence), but you will have to restrain someone unwilling to undergo the ritual. If you know that your subject is suffering from multiple enduring effects, you must choose which one this ritual will remove. Otherwise, it affects whichever one affliction you knew about. You learn the affliction level when you begin the ritual, and you can choose not to continue, without expending any components (for example, if you determine the affliction is too powerful for you to remove).

Heal Check Result	Effect on Target
0 or lower	Death
1-9	Damage equal to the target's maximum hp
10-19	Damage equal to one-half of the target's maximum hp
20-29	Damage equal to one-quarter of the target's maximum hp
30 or higher	No damage