

LONGTOOTH SHIFTER CLERIC

Name: _____ Gender: _____

As a longtooth shifter, you are a bastion of primal strength and wisdom. As a cleric devoted to Dol Dorn, you harness that power to the benefit of your allies and the devastation of your foes.

Hit Points 24 _____
Bloodied 12 Healing Surge 6 Surges Per Day 10
Initiative +0 _____ Action Points _____

DEFENSES

AC	Fortitude	Reflex	Will
16	13	10	16

ATTACKS

Melee Basic Attack: +5 (morningstar)

Damage: 1d10+3

Ranged Basic Attack: +2 (crossbow)

Damage: 1d8

RACIAL TRAITS

Height: 5'9" **Weight:** 160 lb. **Size:** Medium

Speed: 6 squares **Vision:** Low-light

Languages: Common

Alignment: Lawful Good

Skill Bonus: +2 Athletics, +2 Endurance (included)

Longtooth Shifting: You can use longtooth shifting as an encounter power.

CLASS FEATURES

Channel Divinity: You can use one of these special divine powers once per encounter.

Healer's Lore: When you grant healing with one of your cleric powers that has the Healing keyword, add +3 to the number of restored hit points.

Healing Word: Twice per encounter as a minor action, you can use the healing word power.

AT-WILL POWERS

Righteous Brand Cleric Attack 1

You smite your foe with your weapon and brand it with a ghostly, glowing symbol of your deity's anger. By naming one of your allies when the symbol appears, you add divine power to that ally's attacks against the branded foe.

At-Will ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +5 vs. AC

Hit: 1d10 + 3 damage, and one ally within 5 squares of you gains a +3 power bonus to melee attack rolls against the target until the end of your next turn.

Sacred Flame Cleric Attack 1

Sacred light shines from above, searing an enemy with its radiance while at the same time aiding an ally with its beneficent power.

At-Will ♦ Divine, Implement, Radiant

Standard Action Ranged 5

Target: One creature

Attack: +4 vs. Reflex

Hit: 1d6 + 2 radiant damage, and one ally you can see chooses either to gain 4 temporary hit points or to make a saving throw.

ENCOUNTER POWERS

Longtooth Shifting Shifter Racial Power

You unleash the primal beast within and take on a more savage countenance.

Encounter ♦ Healing

Minor Action Personal

Special: You must be bloodied to use this power.

Effect: Until the end of the encounter or until rendered unconscious, you gain a +2 bonus to damage rolls. In addition, until you are no longer bloodied, you regain regeneration 2 hit points at the beginning of your turn.

Healing Strike Cleric Attack 1

Divine radiance gleams from your weapon. When you smite your enemy, your deity bestows a minor blessing in the form of healing for you or one of your allies.

Encounter ♦ Divine, Healing, Radiant, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +5 vs. AC

Hit: 2d10 + 3 radiant 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.

Channel Divinity: Turn Undead Cleric Feature

You sear undead foes, push them back, and root them in place.

Encounter ♦ Divine, Implement, Radiant

Standard Action Close burst 2

Target: Each undead creature in burst

Attack: +4 vs. Will

Hit: 1d10 + 4 radiant damage, and you push the target 5 squares. The target is immobilized until the end of your next turn.

Miss: Half damage, and the target is not pushed or immobilized.

Channel Divinity: Divine Fortune Cleric Feature

In the face of peril, you hold true to your faith and receive a special boon.

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.

Healing Word

Cleric Feature

You whisper a brief prayer as divine light washes over your target, helping to mend its wounds.

Encounter (Special) ♦ Divine, Healing

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

Minor Action Close burst 5

Target: You or one ally

Effect: The target can spend a healing surge and regain an additional 1d6 hit points.

DAILY POWER

Beacon of Hope

Cleric Attack 1

A burst of divine energy harms your foes and heals your allies. The radiant energy lingers around your holy symbol and improves your healing powers for the rest of the battle.

Daily ♦ Divine, Healing, Implement

Standard Action Close burst 3

Target: Each enemy in burst

Attack: +4 vs. Will

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

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

FEAT

Durable: Increase the number of healing surges you have by two (already included).

Skills (Ability)	Trained?	Modifier
Acrobatics (Dex)		-1
Arcana (Int)		+5
Athletics (Str)	Yes	+2
Bluff (Cha)		+2
Diplomacy (Cha)	Yes	+7
Dungeoneering (Wis)		+4
Endurance (Con)		+0
Heal (Wis)	Yes	+9
History (Int)		+0
Insight (Wis)		+4
Intimidate (Cha)		+2
Nature (Wis)		+4
Perception (Wis)		+4
Religion (Int)	Yes	+5
Stealth (Dex)		-1
Streetwise (Cha)		+2
Thievery (Dex)		-1

GEAR

Armor: Chain armor

Weapon: Morningstar crossbow, 20 quarrels. Your javelins have a range of 10/20.

Adventurer's Kit: This kit includes: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days worth of trail rations, 50 feet of hempen rope, and a waterskin.

Holy symbol of the Dol Dorn

Gold: 4 gp

2ND LEVEL

At 2nd level, you gain the following:

Hit Points: Increase to 29 **Bloodied:** Increase to 14

Healing Surge: Increase to 7

Level Modifier: Because your new level is an even number, everything that includes one-half your level gets better. Increase your attacks, defenses, initiative, and skill check modifiers by 1 point.

Feat: Skill Focus: You have a +3 bonus to checks with the Heal skill.

Cure Light Wounds

Cleric Utility 2

You utter a simple prayer and gain the power to instantly heal wounds, and your touch momentarily suffuses you or a wounded creature with a dim silver light.

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.

3RD LEVEL

At 3rd level, you gain the following:

Hit Points: Increase to 34 **Bloodied:** Increase to 17

Healing Surge: Increase to 8

Split the Sky

Cleric Attack 3

You invoke ancient words of wrath as you attack with your weapon. The thundering power of your melee strike causes your foe to stumble backward and fall.

Encounter ♦ Divine, Thunder, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +6 vs. Fortitude

Hit: 1d10 + 3 thunder damage, and you push the target 2 squares and knock it prone.

	Ability Scores	Check Modifier
Str	16	+3
Con	12	+1
Dex	10	+0
Int	11	+0
Wis	18	+4
Cha	13	+1