

Healer (Cleric)

Role: Leader

Power Source: Divine

Key Abilities: Wisdom and Charisma

Armor Proficiency: Cloth, leather, hide.

Implements: Holy symbol, rod, staff.

Weapon Proficiency: Simple melee, simple ranged.

Defense Bonus: +2 Will

Base Hit Points: 12 + Constitution Score

Bonus Hit Points: +5 per level gained

Healing Surges: 7 + Constitution Modifier

Trained Skills: Choose four from your list of class skills.

Class Skills: Arcana (Int), Diplomacy (Cha), Dungeon (Wis), Heal (Wis), History (Int), Insight (Wis), Nature (Wis), Religion (Int).

Class Features: Defensive ward, divine favor, healer's lore, healing word, improved diversion, life bond.

Level 1:

DEFENSIVE WARD

When you use second wind or total defense as a standard action, the bonus to defense lasts until the end of your next turn. In addition, allies adjacent to you share the bonus to defense while they remain in a square adjacent to you.

DIVINE FAVOR

While you are wearing light or no armor, you can use your Charisma modifier in place of your Dexterity or Intelligence modifier for AC. In addition, while you are wielding a holy symbol and are not using a shield, you gain a +1 shield bonus to AC and Reflex.

HEALER'S LORE

When you use a power with the healing keyword, the target regains additional hit points equal to your Wisdom modifier.

HEALING WORD

You gain the **healing word** power.

Healing Word

[Divine, Healing]

Minor action

Close burst 5

Level 11: burst 10

Level 21: burst 15

Target: You or one ally in burst.

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

Level 6: 2d6 additional hit points.

Level 11: 3d6 additional hit points.

Level 16: 4d6 additional hit points.

Level 21: 5d6 additional hit points.

Level 26: 6d6 additional hit points.

Special: You can use this power twice per encounter but only once per turn. At 16th level, you can use this power three times per encounter.

IMPROVED DIVERSION

When you use aid defense as a standard action, the ally you choose instead gains a power bonus equal to 1 + your Charisma modifier. In addition, the bonus lasts until the end of your next turn.

LIFE BOND

You gain the **life bond** power.

Life Bond

[Divine]

Immediate interrupt

Ranged 10

Trigger: An ally within 10 squares takes damage from an attack.

Effect: Reduce the damage the target takes from the triggering attack by 5 + your Wisdom modifier.

Level 11: 10 + Wisdom modifier.

Level 21: 15 + Wisdom modifier.

Level 2:
SANCTUARY

You gain the **sanctuary** power.

Sanctuary	[Divine]
Standard action	Ranged 10
Target: You or one creature within 10 squares.	
Effect: The target gains a +5 power bonus to defenses until the end of your next turn. If the target attacks, the effect ends immediately.	

Level 3:
LEVEL 3 EXTRA LIFE BOND

You gain an additional use of life bond per encounter.

Level 5:
AID RECOVERY

When you use a power with the healing keyword, the target can make a saving throw.

Level 6:
BASTION OF HEALTH

You gain the **bastion of health** power.

Bastion of Health	[Divine, Healing]
Minor action	Ranged 10
Target: You or one ally within 10 squares.	
Effect: The target can spend a healing surge to regain hit points. The target regains additional hit points equal to your Charisma modifier.	

Level 7:
LEVEL 7 EXTRA LIFE BOND

You gain an additional use of life bond per encounter.

Level 9:
SCOURGE HEALING

Enemies adjacent to you can not spend healing surges or regain hit points.

Level 10:
SHIELDING WORD

You gain the **shielding word** power.

Shielding Word	[Divine]
Immediate interrupt	Ranged 5
Trigger: An ally within 5 squares is hit by an attack.	
Effect: The triggering ally gains a +4 power bonus to AC until the end of your next turn.	