

Templar (Cleric)

Combat Role: Leader and Controller

Power Source: Divine

Key Abilities: Wisdom and Charisma

Armor Proficiency: Cloth, leather, hide, chain.

Implement: Holy symbol

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), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Religion (Int).

Class Features: Divine command, healer's comfort, ordained power, shield of faith, word of healing.

Level 1:

DIVINE COMMAND

You gain the **divine command** power.

Divine Command [Divine, Channeling, Speech]

Standard action Close burst 5

Requirement: You must not be deafened.

Target: One creature in burst. **Attack:** Wisdom +3 vs. Will

Hit: The target is dazed until the end of your next turn. In addition, you can choose to either slide the target a number of squares equal to 1 + your Charisma modifier, or knock the target prone.

Special: You can use only one channeling power per turn.

HEALER'S COMFORT

When you grant a healing surge to an ally, the target regains additional hit points equal to your Charisma modifier.

ORDAINED POWER

You gain the **channel divinity** and **righteous brand** powers.

Channel Divinity [Divine, Channeling, Implement]

Standard action Close blast 3

Target: Each enemy in blast. **Attack:** Wisdom vs. Will

Hit: 1d6 + Wisdom modifier damage, and you push each target a number of squares up to your Charisma modifier.
Level 21: 2d6 + Wisdom modifier damage.

Righteous Brand [Divine, Symbol, Weapon]

Standard action Melee or Ranged weapon

Target: One creature **Attack:** Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage. Choose one ally within 5 squares of you to gain a +3 power bonus to weapon attack rolls against the target until the end of your next turn.

Level 21: 2[W] + Wisdom modifier damage.

SHIELD OF FAITH

While you wield a holy symbol, you gain a +1 bonus to AC and Reflex.

WORD OF HEALING

You gain the **word of healing** power.

Word of Healing [Channeling, Speech, Healing]

Minor action Close burst 5

Requirement: You must not be deafened.

Target: You or one ally in burst.

Effect: The target can spend a healing surge.

Special: You can use only one channeling power per turn.

Level 2:

BATTLE BLESSING

You gain the **battle blessing** power.

Battle Blessing	[Divine, Channeling]
Minor action	Close burst 5
Target: You and each ally in burst.	
Effect: Each target gains a +1 power bonus to attack rolls and saving throws until the end of your next turn.	
Special: You can use only one channeling power per turn.	

Level 3:

LEVEL 3 EXTRA DIVINE COMMAND

You gain an additional use of divine command per encounter. You can still use only one channeling power per turn.

Level 5:

HEROIC TEMPLAR

The additional hit points restored by your healer's comfort class feature increases to 2 + your Charisma modifier.

Level 6:

DIVINE SANCTUARY

You gain the **divine sanctuary** power.

Divine Sanctuary	[Divine, Channeling, Ward]
Minor action	Close burst 5
Target: You or one ally in burst.	
Effect: The target gains a +5 power bonus to all defenses. The effect lasts until the target attacks, or the end of your next turn.	
Special: You can use only one channeling power per turn.	

Level 7:

LEVEL 7 EXTRA DIVINE COMMAND

You gain an additional use of divine command per encounter. You can still use only one channeling power per turn.

Level 9:

HEALING SYMBOL

When you use a symbol power, your healing powers restore 1d6 additional hit points until the end of your next turn.

Level 10:

SIGN OF THE SHATTERED SPEAR

You gain the **sign of the shattered spear** power.

Sign of the Shattered Spear	[Divine, Channeling, Symbol]
Minor action	Close blast 3
Target: Each enemy in blast.	Attack: Wisdom +2 vs. Will
Effect: Each target takes a penalty to attack rolls until the end of your next turn. The penalty is equal to your Charisma modifier.	
Special: You can use only one channeling power per turn.	