

Oracle

Combat Role: Leader
Power Source: Divine
Key Ability: Charisma

Armor Proficiency: Cloth armor
Implement: Orb implements
Defense Bonus: +2 Will

Base Hit Points: 12 + Constitution score
Bonus Hit Points: +5 per level gained

Class Features:
bestow affliction, divine guidance, spiritual aid, visions of blood

Level 1:

BESTOW AFFLICTION

You gain the **bestow affliction** power.

Bestow Affliction [Implement, Necrotic]

Standard action * At-will **Melee 1**

Target: One creature **Attack:** Charisma vs. Will

Hit: 1d8 + Charisma modifier necrotic damage.
Level 21: 2d8 + Charisma modifier necrotic damage.

DIVINE GUIDANCE

You gain the **divine guidance** power.

Divine Guidance [Interrupt]

Immediate action * Encounter **Ranged 5**

Trigger: An ally misses with an attack roll or fails a saving throw.

Effect: The ally rerolls the triggering attack or save and uses either result.

SPIRITUAL AID

You gain the **spiritual aid** power.

Spiritual Aid [Healing]

Minor action * Encounter **Close burst 5**

Target: You or one ally you can see.

Effect: The target regains hit points equal to its healing factor.

Special: You can use only this power only once per turn.

VISIONS OF BLOOD

You gain the **visions of blood** power.

Visions of Blood [Implement]

Standard action * At-will **Ranged 5**

Target: One creature **Attack:** Charisma vs. Fortitude

Hit: 1d6 + Charisma modifier damage. Slide the target 2 squares.
Level 21: 2d6 + Charisma modifier damage.