

A Lance of Faith At-Will (Cleric 1) - Divine, Implement, Radiant	
Standard Action - Ranged 5 Target: One creature Attack: +6 vs. Reflex (Wisdom vs. Reflex) <i>Hit:</i> 1d8 + Wisdom modifier radiant damage, and one ally you can see gains a +2 power bonus to his or her next attack roll against the target. Increase damage to 2d8 + Wisdom modifier at 21st level.	Wisdom vs. Reflex +6

E Divine Fortune Encounter (Cleric) - Divine	
Free Action - Personal Channel Divinity (1 use total) Effect: You gain a +1 bonus to your next attack roll or saving throw before the end of your next turn. Prerequisite: Channel Divinity, Cleric	

A Priest's Shield At-Will (Cleric 1) - Divine, Weapon	
Standard Action - Melee Weapon Target: One creature Attack: +2 vs. AC (Strength vs. AC) <i>Hit:</i> 1[W] + Strength modifier damage, and you and one adjacent ally gain a +1 power bonus to AC until the end of your next turn. Increase damage to 2[W] + Strength modifier at 21st level.	Strength vs. AC +2

E Healing Word Encounter (Cleric) - 2 uses - Divine, Healing	
Minor Action - Close Burst 5 (10 at 11th level, 15 at 21st level) Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter. Target: You or one ally Effect: The target can spend a healing surge and regain an additional 1d6 hit points. Increase the amount of additional hit points regained to 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.	

A Sacred Flame At-Will (Cleric 1) - Divine, Implement, Radiant	
Standard Action - Ranged 5 Target: One creature Attack: +6 vs. Reflex (Wisdom vs. Reflex) <i>Hit:</i> 1d6 + Wisdom modifier radiant damage, and one ally you can see chooses either to gain temporary hit points equal to your Charisma modifier + one-half your level or to make a saving throw. Increase damage to 2d6 + Wisdom modifier at 21st level.	Wisdom vs. Reflex +6

E Turn Undead Encounter (Cleric) - Divine, Implement, Radiant	
Standard Action - Close Burst 2 (5 at 11th level, 8 at 21st level) Channel Divinity (1 use total) Target: Each undead creature in burst Attack: +6 vs. Will (Wisdom vs. Will) <i>Hit:</i> 1d10 + Wisdom modifier radiant damage, and you push the target a number of squares equal to 3 + your Charisma modifier. The target is immobilized until the end of your next turn. Increase damage to 2d10 + Wisdom modifier at 5th level, 3d10 + Wisdom modifier at 11th level, 4d10 + Wisdom modifier at 15th level, 5d10 + Wisdom modifier at 21st level, and 6d10 + Wisdom modifier at 25th level. <i>Miss:</i> Half damage, and the target is not pushed or immobilized. Prerequisite: Channel Divinity, Cleric	Wisdom vs. Will +6

E Cause Fear Encounter (Cleric 1) - Divine, Fear, Implement	
Standard Action - Ranged 10 Target: One creature Attack: +6 vs. Will (Wisdom vs. Will) <i>Hit:</i> The target moves its speed + your Charisma modifier away from you. The fleeing target avoids unsafe squares and difficult terrain if it can. This movement provokes opportunity attacks.	Wisdom vs. Will +6

D Cascade of Light Daily (Cleric 1) - Divine, Implement, Radiant	
Standard Action - Ranged 10 Target: One creature Attack: +6 vs. Will (Wisdom vs. Will) <i>Hit:</i> 3d8 + Wisdom modifier radiant damage, and the target gains vulnerability 5 to all your attacks (save ends). <i>Miss:</i> Half damage, and the target gains no vulnerability.	Wisdom vs. Will +6