Cleric

Human or Dwarf
hp 8
CS d6-1 melee (mace / chain mail)
Abilities:

- Righteous Insight: reroll any task involving **wisdom**, take the best result.
- Bind Wounds: heal 2 hp to all characters after encounters, or to wounded NPCs (non-player characters).
- Holy Light: in combat **Heal d6 hp,** as a combat action, to all friendly targets in the area, roll twice and take the best result.
- Holy Smite: in combat **Cause d6 hp damage** (no Defense Action), as a combat action, to 1 target (or all undead targets) in the area, roll twice and take the best result.

Holy Light and Holy Smite may be used a combined total of 2 times during an encounter *(i.e. 2 Holy Lights or 2 Holy Smites, 1 Holy Light and 1 Holy Smite).*
** Expending a Heroic Reroll allows the casting of 1 additional Holy Light or Holy Smite.*

Cleric

Human or Dwarf
hp 8
CS d6-1 melee (mace / chain mail)
Abilities:

- Righteous Insight: reroll any task involving **wisdom**, take the best result.
- Bind Wounds: heal 2 hp to all characters after encounters, or to wounded NPCs (non-player characters).
- Holy Light: in combat **Heal d6 hp,** as a combat action, to all friendly targets in the area, roll twice and take the best result.
- Holy Smite: in combat **Cause d6 hp damage** (no Defense Action), as a combat action, to 1 target (or all undead targets) in the area, roll twice and take the best result.

Holy Light and Holy Smite may be used a combined total of 2 times during an encounter *(i.e. 2 Holy Lights or 2 Holy Smites, 1 Holy Light and 1 Holy Smite).*
** Expending a Heroic Reroll allows the casting of 1 additional Holy Light or Holy Smite.*

Cleric

Human or Dwarf
hp 8
CS d6-1 melee (mace / chain mail)
Abilities:

- Righteous Insight: reroll any task involving **wisdom**, take the best result.
- Bind Wounds: heal 2 hp to all characters after encounters, or to wounded NPCs (non-player characters).
- Holy Light: in combat **Heal d6 hp,** as a combat action, to all friendly targets in the area, roll twice and take the best result.
- Holy Smite: in combat **Cause d6 hp damage** (no Defense Action), as a combat action, to 1 target (or all undead targets) in the area, roll twice and take the best result.

Holy Light and Holy Smite may be used a combined total of 2 times during an encounter *(i.e. 2 Holy Lights or 2 Holy Smites, 1 Holy Light and 1 Holy Smite).*
** Expending a Heroic Reroll allows the casting of 1 additional Holy Light or Holy Smite.*

Cleric

Human or Dwarf
hp 8
CS d6-1 melee (mace / chain mail)
Abilities:

- Righteous Insight: reroll any task involving **wisdom**, take the best result.
- Bind Wounds: heal 2 hp to all characters after encounters, or to wounded NPCs (non-player characters).
- Holy Light: in combat **Heal d6 hp,** as a combat action, to all friendly targets in the area, roll twice and take the best result.
- Holy Smite: in combat **Cause d6 hp damage** (no Defense Action), as a combat action, to 1 target (or all undead targets) in the area, roll twice and take the best result.

Holy Light and Holy Smite may be used a combined total of 2 times during an encounter *(i.e. 2 Holy Lights or 2 Holy Smites, 1 Holy Light and 1 Holy Smite).*
** Expending a Heroic Reroll allows the casting of 1 additional Holy Light or Holy Smite.*

Cleric

Human or Dwarf
hp 8
CS d6-1 melee (mace / chain mail)
Abilities:

- Righteous Insight: reroll any task involving **wisdom**, take the best result.
- Bind Wounds: heal 2 hp to all characters after encounters, or to wounded NPCs (non-player characters).
- Holy Light: in combat **Heal d6 hp,** as a combat action, to all friendly targets in the area, roll twice and take the best result.
- Holy Smite: in combat **Cause d6 hp damage** (no Defense Action), as a combat action, to 1 target (or all undead targets) in the area, roll twice and take the best result.

Holy Light and Holy Smite may be used a combined total of 2 times during an encounter *(i.e. 2 Holy Lights or 2 Holy Smites, 1 Holy Light and 1 Holy Smite).*
** Expending a Heroic Reroll allows the casting of 1 additional Holy Light or Holy Smite.*

Cleric

Human or Dwarf
hp 8
CS d6-1 melee (mace / chain mail)
Abilities:

- Righteous Insight: reroll any task involving **wisdom**, take the best result.
- Bind Wounds: heal 2 hp to all characters after encounters, or to wounded NPCs (non-player characters).
- Holy Light: in combat **Heal d6 hp,** as a combat action, to all friendly targets in the area, roll twice and take the best result.
- Holy Smite: in combat **Cause d6 hp damage** (no Defense Action), as a combat action, to 1 target (or all undead targets) in the area, roll twice and take the best result.

Holy Light and Holy Smite may be used a combined total of 2 times during an encounter *(i.e. 2 Holy Lights or 2 Holy Smites, 1 Holy Light and 1 Holy Smite).*
** Expending a Heroic Reroll allows the casting of 1 additional Holy Light or Holy Smite.*

Cleric

Human or Dwarf
hp 8
CS d6-1 melee (mace / chain mail)
Abilities:

- Righteous Insight: reroll any task involving **wisdom**, take the best result.
- Bind Wounds: heal 2 hp to all characters after encounters, or to wounded NPCs (non-player characters).
- Holy Light: in combat **Heal d6 hp,** as a combat action, to all friendly targets in the area, roll twice and take the best result.
- Holy Smite: in combat **Cause d6 hp damage** (no Defense Action), as a combat action, to 1 target (or all undead targets) in the area, roll twice and take the best result.

Holy Light and Holy Smite may be used a combined total of 2 times during an encounter *(i.e. 2 Holy Lights or 2 Holy Smites, 1 Holy Light and 1 Holy Smite).*
** Expending a Heroic Reroll allows the casting of 1 additional Holy Light or Holy Smite.*

Cleric

Human or Dwarf
hp 8
CS d6-1 melee (mace / chain mail)
Abilities:

- Righteous Insight: reroll any task involving **wisdom**, take the best result.
- Bind Wounds: heal 2 hp to all characters after encounters, or to wounded NPCs (non-player characters).
- Holy Light: in combat **Heal d6 hp,** as a combat action, to all friendly targets in the area, roll twice and take the best result.
- Holy Smite: in combat **Cause d6 hp damage** (no Defense Action), as a combat action, to 1 target (or all undead targets) in the area, roll twice and take the best result.

Holy Light and Holy Smite may be used a combined total of 2 times during an encounter *(i.e. 2 Holy Lights or 2 Holy Smites, 1 Holy Light and 1 Holy Smite).*
** Expending a Heroic Reroll allows the casting of 1 additional Holy Light or Holy Smite.*