DnD

Cleric Abilites

**Cleric:**

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| 1 | Way of White | Learn the basic of most basic miracles and white spells. |
| 2 | Blessed Cast | Miracles and spells cast have more potency +1 per class level gained |
| 3 | Additional Spell | Gain one additional spell slot max of 4 |
| 4 | Extra Cast | Gain one extra cast on spell or miracle (OPR) |
| 5 | Additional Spell | Gain one additional spell slot max of 4 |
| 6 | Way of White II | Learn Advance miracles and white spells |
| 7 | Purge | Remove all debuffs and ailments for entire team. (OPD) |
| 8 | Way of White III | Master all miracles and white spells |
| 9 | Recall | Warp one ally to your position (OPR) |
| 10 | Divine Blessing | Revive and heal all party members to full health. (OPD) |

**White Spells I:**

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| --- | --- |
| Minor Heal (30ft) 10c | Heal for one ally with d4 (x4) |
| Boulder Toss (30ft) 10c | Damage enemy d8+weapon damage (x4) |
| Entangle (30ft) 10c | Roots enemies in 10ft by 10ft area (x2) |
| Holy Light (30ft) 10c | Damage undead/demons for d8+magic (x4) |

**Miracles I:**

|  |  |
| --- | --- |
| Light (30ft) 10c | Ball of light that reveals 15ft by 15ft area (unlimited) |
| Awaken (30ft) 20c | Removes sleep from one ally (x2) |
| Clarity (30ft) 20c | Removes stun/confuse (x2) |
| Magic Barrier (30ft) 15c | Shield that negates 1 physical hit (x4) |

**White Spells II:**

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| --- | --- |
| Heal (30ft) 25c | Heal ally for one d8 (x4) |
| Zephyr (30ft) 25c | Push an enemy with wind 5ft and deal one d8+magic (x4) |
| Warding Barrier (30ft) 25c | Shield that halves 1 magic attack (x4) |
| Earth Wall (5ft) 25c | Creates a rock wall 5ft in front blocking movement and attacks (x4) |

**Miracles II:**

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| --- | --- |
| Magic Barrier II (30ft) 50c | Shield that negates 2 physical hits |
| Purge (30ft) 80c | Removes poison (x4) |
| Life (30ft) 200c | Revives fallen ally to 1 health |
| Prayer (30ft) 50c | Boost spell cast by +1 per class level upon next turn (x2) |

**White Spells III:**

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| --- | --- |
| Greater Heal (30ft) 100c | Heal ally for one d12 (x4) |
| Wave Splash (5ft) 100c | Push enemy away from you 15ft (4x) |
| Holy (30ft) 200c | Damage enemies in 15 by 15ft area with d20+1 per class level (x1) |
| Light Arrow (30ft) 100c | Shoot a magic arrow dealing one d8+ magic (x4) |

**Miracles III:**

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| --- | --- |
| Full Life (30ft) 1000c | Revive one ally at full health (x4) |
| Magic Barrier III (30ft) 200c | Shield that negates 3 physical hits (x4) |
| Purify (30ft) 200c | Removes all debuffs from one ally (x4) |
| Salvation (self) 2000c | Scatter beams of light in 15 by 15ft area dealing one d20+weapon damage (x2) |