

# Cleric - Knowledge Domain

CHARACTER NAME

## Knowledge Domain Spells

LVL 1, 3, 5, 7, 9

- LVL 1 - *command, identify*
- LVL 3 - *augury, suggestion*
- LVL 5 - *nondetection, speak with dead*
- LVL 7 - *arcane eye, confusion*
- LVL 9 - *legend lore, scrying*

Always have prepared. Don't count against the number of spells per day.

## Blessings of Knowledge

LVL 1

Add two languages of your choice.  
 Proficient in two skills:  
 Arcana, History, Nature, or Religion (your choice).  
 Double proficiency bonus on skills chosen.

## ☼ Channel Divinity LVL 2 (1/rest), 6 (2/rest), 18 (3/rest)

You can use Channel Divinity to Turn Undead or Preserve Life.  
**Turn Undead:** All undead within 30 feet make WIS saving throw or flee for 1 minute or until it takes damage. At higher levels, undead of a certain challenge rating (CR) or lower that fail their save are destroyed. LVL 5 CR 1/2, LVL 8 CR 1, LVL 11 CR 2, LVL 14 CR 3, LVL 17 CR 4

## ☼ Knowledge of the Ages LVL 2

can use **Channel Divinity** to:  
 As an action-

For 10 minutes, you have proficiency with skill or tool of your choice.

## Ability Score Improvement LVL 4, 8, 12, 16 and 19

Increase one ability score by 2, or two ability scores by 1, to a maximum score of 20. Or select one feat.

## ☼ Read Thoughts LVL 6

can use **Channel Divinity** to:  
 As an action, (1/long rest)

One creature within 60 ft makes WIS save or you can read it's surface thoughts for 1 minute.  
 During this minute you can end this effect and cast suggestion on it (no saving throw).

## Potent Spellcasting LVL 8

Add your Wisdom modifier to the damage you deal with any cleric cantrip.

## Divine Intervention LVL 10, 20

As an action,  
 (1/seven days if successful, otherwise 1/long rest)

Roll your cleric level or lower on 1d20 for your deity to intervene on your behalf (DM chooses what your deity does).  
 No roll required (automatic success) when you reach LVL 20.

## Visions of the Past

LVL 17

(1/short or long rest)  
 Duration: concentration up to number of minutes = your WIS score

Object Reading. 1 minute per owner within number of days = your WIS score. Learn how the owner acquired and lost the object, and most recent significant event involving the object and that owner.

Area Reading. See events that occurred within 50 feet of your location. Back number of days = your WIS score. Reveals one significant event per minute.

## Traits - Feats - Features

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# Cleric - Life Domain

CHARACTER NAME

## Traits - Feats - Features

### Life Domain Spells

LVL 1, 3, 5, 7, 9

- LVL 1 - *bless, cure wounds*
- LVL 3 - *lesser restoration, spiritual weapon*
- LVL 5 - *death ward, guardian of faith*
- LVL 7 - *arcane eye, confusion*
- LVL 9 - *mass cure wounds, raise dead*

Always have prepared. Don't count against the number of spells per day.

### Bonus Proficiency

LVL 1

You have proficiency with heavy armor.

### Disciple of Life

LVL 1

And 1st level or higher heal spells heal restore 2 + the spell's level additional hit points.

### ☼ Channel Divinity

LVL 2 (1/rest), 6 (2/rest), 18 (3/rest)

You can use Channel Divinity to Turn Undead

**Turn Undead:** All undead within 30 feet make WIS saving throw or flee for 1 minute or until it takes damage. At higher levels, undead of a certain challenge rating (CR) or lower that fail their save are destroyed. LVL 5 CR 1/2, LVL 8 CR 1, LVL 11 CR 2, LVL 14 CR 3, LVL 17 CR 4

### ☼ Preserve Life

LVL 2

can use **Channel Divinity** to:  
As an action-

All creatures of your choosing within 30 feet of you heal hit points = 5 times your level (divided between them). Can restore up to half their hit points maximum.

### Ability Score Improvement

LVL 4, 8, 12, 16 and 19

Increase one ability score by 2, or two ability scores by 1, to a maximum score of 20. Or select one feat.

### Blessed Healer

LVL 6

When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

### Divine Strike

LVL 8

(1/turn)  
Weapon attack hits do additional +1d8 radiant damage (+2d8 at LVL 14)

### Divine Intervention

LVL 10, 20

As an action,  
(1/seven days if successful, otherwise 1/long rest)

Roll your cleric level or lower on 1d20 for your deity to intervene on your behalf (DM chooses what your deity does). No roll required (automatic success) when you reach LVL 20.

### Supreme Healing

LVL 17

Heal spells: Rather than rolling dice, the spell heals as if the the maximum number was rolled on each die.

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# Cleric - Light Domain

CHARACTER NAME

## Light Domain Spells

LVL 1, 3, 5, 7, 9

- LVL 1 - *burning hands, faerie fire*
- LVL 3 - *flaming sphere, scorching ray*
- LVL 5 - *daylight, fireball*
- LVL 7 - *guardian of faith, wall of fire*
- LVL 9 - *flame strike, scrying*

Always have prepared. Don't count against the number of spells per day.

## Bonus Cantrip

LVL 1

you have the *light* cantrip.

## Warding Flare

LVL 1

You can cast *warding flare* as a reaction, (number of times = WIS modifier/long rest)  
Attackers who can see have disadvantage on attacks.

## ☀ Channel Divinity

LVL 2 (1/rest), 6 (2/rest), 18 (3/rest)

You can use Channel Divinity to Turn Undead  
**Turn Undead:** All undead within 30 feet make WIS saving throw or flee for 1 minute or until it takes damage. At higher levels, undead of a certain challenge rating (CR) or lower that fail their save are destroyed. LVL 5 CR 1/2, LVL 8 CR 1, LVL 11 CR 2, LVL 14 CR 3, LVL 17 CR 4

## ☀ Radiance of the Dawn

LVL 2

can use **Channel Divinity** to:  
As an action-  
For a range of 30 ft., dispel magical darkness, and hostile creatures that don't have total cover take radiant damage = 2d10 + your cleric level (or half damage on a successful CON save).

## Ability Score Improvement

LVL 4, 8, 12, 16 and 19

Increase one ability score by 2, or two ability scores by 1, to a maximum score of 20. Or select one feat.

## Improved Flare

LVL 6

You can also use your *Warding Flare* feature when a creature that you can see within 30 feet of you attacks a creature other than you.

## Potent Spellcasting

LVL 8

Add your Wisdom modifier to the damage you deal with any cleric cantrip.

## Divine Intervention

LVL 10, 20

As an action,  
(1/seven days if successful, otherwise 1/long rest)

Roll your cleric level or lower on 1d20 for your deity to intervene on your behalf (DM chooses what your deity does). No roll required (automatic success) when you reach LVL 20.

## Corona of Light

LVL 17

As an action - Duration: 1 minute or until you use an action to dismiss. You emit light, bright to 60-foot and dim 30 feet beyond. Your enemies in the bright light have disadv. on saves against any spell that deals fire or radiant damage.

## Traits - Feats - Features

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# Cleric - Nature Domain

CHARACTER NAME

## Traits - Feats - Features

### Nature Domain Spells LVL 1, 3, 5, 7, 9

- LVL 1 - *animal friendship, speak with animals*
- LVL 3 - *barkskin, spike growth*
- LVL 5 - *plant growth, wind wall*
- LVL 7 - *dominate beast, grasping vine*
- LVL 9 - *insect plague, tree stride*

Always have prepared. Don't count against the number of spells per day.

### Acolyte of Nature LVL 1

You get one druid cantrip of your choice.

### Bonus Proficiency LVL 1

You gain proficiency in one of the following skills :  
Animal Handling, Nature, or Survival.  
You gain proficiency with heavy armor.

### ☼ Channel Divinity LVL 2 (1/rest), 6 (2/rest), 18 (3/rest)

You can use Channel Divinity to Turn Undead  
**Turn Undead:** All undead within 30 feet make WIS saving throw or flee for 1 minute or until it takes damage. At higher levels, undead of a certain challenge rating (CR) or lower that fail their save are destroyed. LVL 5 CR 1/2, LVL 8 CR 1, LVL 11 CR 2, LVL 14 CR 3, LVL 17 CR 4

### ☼ Charm Animals and Plants LVL 2

can use **Channel Divinity** to:  
As an action-  
Each beast or plant creature that can see you within 30 feet of you must make a WIS save or be charmed by you for 1 minute or until it takes damage. While charmed, it is friendly to you and others you designate.

### Ability Score Improvement LVL 4, 8, 12, 16 and 19

Increase one ability score by 2, or two ability scores by 1, to a maximum score of 20. Or select one feat.

### Dampen Elements LVL 6

When you or a creature within 30 feet of you takes acid, cold, fire, lightning, or thunder damage, you can use your reaction to grant resistance against that instance of the damage.

### Divine Strike LVL 8

(1/turn) When you hit a with a weapon attack, you deal an extra +1d8 cold, fire, or lightning damage (your choice). When you reach 14th level, it increases to +2d8.

### Divine Intervention LVL 10, 20

As an action,  
(1/seven days if successful, otherwise 1/long rest)

Roll your cleric level or lower on 1d20 for your deity to intervene on your behalf (DM chooses what your deity does). No roll required (automatic success) when you reach LVL 20.

### Master of Nature LVL 17

While charmed by your Charm Animals and Plants feature, you can take a bonus action on your turn to verbally command what each of those creatures will do on its next turn.

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# Cleric - Tempest Domain

CHARACTER NAME

## Traits - Feats - Features

### Tempest Domain Spells

LVL 1, 3, 5, 7, 9

- LVL 1 - *fog cloud, thunderwave*
- LVL 3 - *gust of wind, shatter*
- LVL 5 - *call lightning, sleet storm*
- LVL 7 - *control water, ice storm*
- LVL 9 - *destructive wave, insect plague*

Always have prepared. Don't count against the number of spells per day.

### Bonus Proficiency

LVL 1

You gain proficiency with martial weapons and heavy armor.

### Wrath of the Storm

LVL 1

As a reaction, (number of times = WIS mod./long rest)  
When a creature within 5 ft. that can see you attacks you, it takes 2d8 lightning or thunder damage (your choice), or half damage on a successful DEX save.

### ☼ Channel Divinity

LVL 2 (1/rest), 6 (2/rest), 18 (3/rest)

You can use Channel Divinity to Turn Undead  
**Turn Undead:** All undead within 30 feet make WIS saving throw or flee for 1 minute or until it takes damage. At higher levels, undead of a certain challenge rating (CR) or lower that fail their save are destroyed. LVL 5 CR 1/2, LVL 8 CR 1, LVL 11 CR 2, LVL 14 CR 3, LVL 17 CR 4

### ☼ Destructive Wrath

LVL 2

can use **Channel Divinity** to:  
  
Deal maximum damage, instead of rolling when you do lightning or thunder damage.

### Ability Score Improvement

LVL 4, 8, 12, 16 and 19

Increase one ability score by 2, or two ability scores by 1, to a maximum score of 20. Or select one feat.

### Thunderbolt Strike

LVL 6

When you deal lightning damage to a Large or smaller creature, you can also push it up to 10 feet away from you.

### Divine Strike

LVL 8

(1/turn) When you hit a with a weapon attack, you deal an extra +1d8 thunder damage. When you reach 14th level, it increases to +2d8.

### Divine Intervention

LVL 10, 20

As an action,  
(1/seven days if successful, otherwise 1/long rest)

Roll your cleric level or lower on 1d20 for your deity to intervene on your behalf (DM chooses what your deity does). No roll required (automatic success) when you reach LVL 20.

### Stormborn

LVL 17

You have a flying speed equal to your current walking speed whenever you are not underground or indoors.

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# Cleric - Trickery Domain

CHARACTER NAME

## Trickery Domain Spells

LVL 1, 3, 5, 7, 9

LVL 1 - *charm person, disguise self*  
 LVL 3 - *mirror image, pass without trace*  
 LVL 5 - *blink, dispel magic*  
 LVL 7 - *dimension door, polymorph*  
 LVL 9 - *dominate person, modify memory*

Always have prepared. Don't count against the number of spells per day.

## Blessing of the Trickster

LVL 1

You can use your action to touch a willing creature other than yourself to give it advantage on Dexterity (Stealth) checks. This blessing lasts for 1 hour or until you use this feature again.

## ☼ Channel Divinity

LVL 2 (1/rest), 6 (2/rest), 18 (3/rest)

You can use Channel Divinity to Turn Undead  
**Turn Undead:** All undead within 30 feet make WIS saving throw or flee for 1 minute or until it takes damage. At higher levels, undead of a certain challenge rating (CR) or lower that fail their save are destroyed. LVL 5 CR 1/2, LVL 8 CR 1, LVL 11 CR 2, LVL 14 CR 3, LVL 17 CR 4

## ☼ Invoke Duplicity

LVL 2

can use **Channel Divinity** to:  
 as an action, duration: concentration up to 1 minute  
 Create an illusion of yourself, up to 30 ft away. Can move it up to 30 ft. with bonus action (must remain within 120 ft of you). You can cast spells as though you were in the illusion's space. When you and your illusion are within 5 ft of a creature that can see the illusion, you have adv. on attack rolls.

## Ability Score Improvement

LVL 4, 8, 12, 16 and 19

Increase one ability score by 2, or two ability scores by 1, to a maximum score of 20. Or select one feat.

## Cloak of Shadows

LVL 6

As an action, you become invisible until the end of your next turn. You become visible if you attack or cast a spell.

## Divine Strike

LVL 8

(1/turn) When you hit a with a weapon attack, you deal an extra +1d8 poison damage. When you reach 14th level, it increases to +2d8.

## Divine Intervention

LVL 10, 20

As an action,  
 (1/seven days if successful, otherwise 1/long rest)

Roll your cleric level or lower on 1d20 for your deity to intervene on your behalf (DM chooses what your deity does). No roll required (automatic success) when you reach LVL 20.

## Improved Duplicity

LVL 17

You can create up to four duplicates of yourself, instead of one, when you use Invoke Duplicity. As a bonus action on your turn, you can move any number of them up to 30 feet, to a maximum range of 120 feet

## Traits - Feats - Features

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# Cleric - War Domain

CHARACTER NAME

## War Domain Spells

LVL 1, 3, 5, 7, 9

- LVL 1 - *divine favor, shield of faith*
- LVL 3 - *magic weapon, spiritual weapon*
- LVL 5 - *crusader's mantle, spirit guardians*
- LVL 7 - *freedom of movement, stonewall*
- LVL 9 - *flame strike, hold monster*

Always have prepared. Don't count against the number of spells per day.

## Bonus Proficiencies

LVL 1

You gain proficiency with martial weapons and heavy armor.

## War Priest

LVL 1

When you use the Attack action, you can make one weapon attack as a bonus action.  
(number of times = WIS mod./long rest)

## ☀ Channel Divinity

LVL 2 (1/rest), 6 (2/rest), 18 (3/rest)

You can use Channel Divinity to Turn Undead  
**Turn Undead:** All undead within 30 feet make WIS saving throw or flee for 1 minute or until it takes damage. At higher levels, undead of a certain challenge rating (CR) or lower that fail their save are destroyed. LVL 5 CR 1/2, LVL 8 CR 1, LVL 11 CR 2, LVL 14 CR 3, LVL 17 CR 4

## ☀ Guided Strike

LVL 2

can use **Channel Divinity** to: Gain +10 to an attack roll.

## Ability Score Improvement

LVL 4, 8, 12, 16 and 19

Increase one ability score by 2, or two ability scores by 1, to a maximum score of 20. Or select one feat.

## ☀ War God's Blessing

LVL 6

can use **Channel Divinity** to:  
as a reaction, when a creature within 30 feet of you makes an attack roll, you can grant that him a +10 bonus to the roll.

## Divine Strike

LVL 8

(1/turn) When you hit a with a weapon attack, you deal an extra +1d8 damage of the same type dealt by the weapon to the target. When you reach 14th level, it increases to +2d8.

## Divine Intervention

LVL 10, 20

As an action,  
(1/seven days if successful, otherwise 1/long rest)

Roll your cleric level or lower on 1d20 for your deity to intervene on your behalf (DM chooses what your deity does).  
No roll required (automatic success) when you reach LVL 20.

## Avatar of Battle

LVL 17

You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

## Traits - Feats - Features

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