18 P	CLERIC - Kn	owledge D	omain /			
3.5	Cleric l	Level:		CHARACTER NAME	• • • • • • • • • • • • • • • • • • • •	
	Channel Divinity Total Used Reset Short or Long Rest		roys Undead of CR =1/2, 8th=1, 11th=2, 14th=4 Proficiency Bonus, MISC. = Mis	Spell Save DC 8+		
1	Cantrips	Spells Prepared		- 3	Dom To WIS	tal Used Reset on Long Rest (min 1) Cong Rest War: War: War Priest
	Regain sp	ell slots after a long	SPEL rest. See page 207 in the	- And And	dbook for the Cleric's Sir number of prepared s	pell List.
		ain spells are alway	Domain	Spells	r number of prepared s	
1st LVL	LVL Spell		Page	LVL Spell		Page
3rd LVL				+		
5th LVL				+		
7th LVL						
9th LVL						
	12	B	, Known Car	ıtrips -		
Cantrip		Page Cantri	р 2-2-2 // 22 - 2-3-2	Page	e Cantrip	Page
		 		i i	+	
			Cleric's Sp	all list	4 4	
repared LV	L Spell		Page Prepa	red LVL Spell		Page
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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 1

(1/short or long rest)

NOTEO.

Duration: concentration up to number of minutes = your WIS

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.

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