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Cleric - Life Domain



2		CHARACTER NAME
	Life Domain Spells LVL 1, 3, 5, 7, 9	NOTES:
	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.	
\(\psi\)	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	
**	Dragomyo Life	
\sim	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)	
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	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 Heal spells: Rather than rolling dice, the spell heals as if the the maximum number was rolled on each die.	
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