

# Cleric - Life Domain

CHARACTER NAME

#

## Divine Order

LVL 1

Select one of the following:

**Protector.** Proficiency with Martial weapons and training with Heavy armor.

**Thaumaturge.** You know one extra cantrip (Cleric spell). Also, add a bonus = your WIS mod. (min +1) to INT (Arcana or Religion) checks.

## Channel Divinity

LVL 2 (2/long rest),  
LVL 6 (3/long rest), LVL 18 (4/long rest)

Can use to Divine Spark or Turn Undead. You regain one use per Short Rest. Saving throw = Cleric spell save DC.

**Divine Spark.** Target one creature within 30 feet. Roll 1d8 (increases at Cleric level 7 to 2d8, 13 to 3d8, and 18 to 4d8) + your WIS mod. You either restore that many Hit Points or the creature takes that much damage unless it makes a CON save and takes half that much.

**Turn Undead.** Each Undead you select within 30 ft. makes a WIS save or is Frightened and Incapacitated for 1 minute and tries to move as far from you as it can on its turns. The effect ends if it takes damage, if you become Incapacitated, or if you die.

## Disciple of Life

LVL 3

Spells you cast that restore hit points, now add an additional 2 + the spell slot's level in Hit Points.

## Life Domain Spells

LVL 3, 5, 7, and 9

LVL 3 - *Aid, Bless, Cure Wounds, Lesser Restoration*

LVL 5 - *Mass Healing Word, Revivify*

LVL 7 - *Aura of Life, Death Ward*

LVL 9 - *Greater Restoration, Mass Cure Wounds*

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

## Preserve Life

LVL 3

**One use of your Channel Divinity.** All Bloodied creatures of your choosing within 30 feet of you (can include you) heal hit points = 5 times your Cleric level (divided between them). Can restore any creature up to half its hit points maximum.

## Ability Score Improvement

LVL 4, 8, 12, and 16

You gain the Ability Score Improvement or another feat of your choice for which you qualify.

## Sear Undead

LVL 5

**When you use Turn Undead.** Roll a number of d8s = your WIS mod. Each Undead that fails its Turn Undead save takes that much Radiant damage (doesn't end the turn effect).

## Blessed Healer

LVL 6

When you cast a spell with a spell slot that restores Hit Points to one or more creatures other than yourself, you regain Hit Points equal to 2 plus the spell slot's level.

## Blessed Strikes

LVL 7

You gain one of the following.

**Divine Strike.** Once/turn. You do an extra 1d8 Necrotic or Radiant damage when you hit with an attack roll using a weapon.

**Potent Spellcasting.** Add your WIS mod. to the damage you deal with any Cleric cantrip.

## Divine Intervention

LVL 10

*1/long rest.* **Magic action.** Cast one of your Cleric spells without using a spell slot or Material components. The spell must be level 5 or lower and not a reaction spell.

## Improved Blessed Strikes

LVL 14

**Divine Strike.** The extra damage of your Divine Strike increases to 2d8.

**Potent Spellcasting.** When you deal damage with a Cleric cantrip, grant yourself or another within 60 ft. Temporary Hit Points = 2 X your WIS mod.

## Supreme Healing

LVL 17

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

## Epic Boon

LVL 19

You gain an **Epic Boon feat** or another feat of your choice for which you qualify. *Boon of Fate* is recommended.

## Greater Divine Intervention

LVL 20

*1/(2d4)long rests.* When you use your Divine Intervention feature, you can choose *Wish* when you select a spell.

## Traits - Feats - Features

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