

Cleric - Life Domain

CHARACTER NAME

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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

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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