

Cleric - Light 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.

LVL 2 (2/long rest),

Channel Divinity 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.

Light Domain Spells

LVL 3, 5, 7, and 9

LVL 3 - Burning Hands, Faerie Fire , Scorching Ray, See

Invisibility

LVL 5 - Daylight, Fireball LVL 7 - Aura of Life, Death Ward

LVL 7 - Arcane Eye, Wall of Fire

LVL 9 - Flame Strike, Scrying

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

Radiance of the Dawn

LVL 3

Another use for your Channel Divinity.

Magical darkness dispelled in 30-foot Emanation. Creatures of your choice in the area take damage (2d10 + your Cleric level) unless they make a CON save to reduce damage by half.

Warding Flare

LVL 3

Number of uses = WIS mod. Reset on a Long Rest.

As a Reaction. Impose Disadvantage on attack by creature you can see within 30 feet.

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).

Improved Warding Flare

LVL 6

Uses of Warding Flare resets on a Long Rest.

Also, can give the target of the triggering attack Temporary Hit Points = 2d6 + your WIS mod.

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.

Corona of Light

LVL 17

Number of uses = WIS mod. **Reset** on a Long Rest.

For 1 minute or until you dismiss it (no action required), you emit Bright Light in a 60-foot radius and Dim Light for an additional 30 feet. Enemies in the Bright Light have Disadvantage on saves vs. your **Radiance of the Dawn** and any spell that deals Fire or Radiant damage.

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

Name:

Page:

Name:

Page:

Name:

Page:

Name:

Page: