

# 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.

## Channel Divinity LVL 6 (3/long rest), LVL 18 (4/long rest)

LVL 2 (2/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

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